G1-2-3
FOR ADVANCED D&D™ GAME

Dungeon Module G1-2-3
Against The Giants
by Gary Gygax

THREE ADVENTURES FOR CHARACTER LEVELS 8-12

millingham

This material was originally published as three separate adventures; G1 (STEADING OF THE GIANT CHIEF), G2 (THE GLACIAL RIFT OF THE FROST GIANT JARL), and G3 (HALL OF THE FIRE GIANT KING). Contained herein are referee notes, background information, maps, and exploration keys for three complete adventures using the ADVANCED DUNGEONS & DRAGONS™ rules. This module can be used alone or as the first in a series of adventures that includes Dungeon Modules D1-2 (DESCENT INTO THE DEPTHS OF THE EARTH), D3 (VAULT OF DROW), and Q1 (QUEEN OF THE DEMONWEB PITS).

If you enjoy this module, watch for future releases in the AD&D™ line from TSR, The Game Wizards.

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Origins '79
Tournament
Module

PRINTED IN U.S.A.

9058

The Steading Of The Hill Giant Chief

Background: Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject — and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe! Yet this charge is not as harsh as it may seem, for all have been fully equipped with all standard items needed for both wilderness an dungeon exploration; and each member of the party has likewise been given the finest horse available. Guides are available to help, and the leader has a splendid map showing exactly where the great timber fortress of the chief of the hill giants in the area is. This chief, one Nosnra, is a grossly fat and thoroughly despicable creature, sly and vicious, loving ambush and backstabbing. Furthermore, the party has been cautioned to expect a secret force, some motivational power behind this unusual banding of different races of giants. More surprises might be in store . . . Finally, the party has been instructed to keep any and all loot they chance upon, this to be their reward for the perils they are to face. They are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but to return at once if they should determine exactly the reason or force behind the unholy alliance. Some relic of great evil might be at hand.

CAUTION: Only strong and experienced characters should adventure into these areas if the party is but 3 or 4 characters strong. The optimum mix for a group is 9 characters of various classes, with an average experience level of at least 9th, and armed with 2 or 3 magical items each. For a small party the most important thing is **experience,** and even a party of 3 or 4 highly experienced 9th level characters can expect a reasonable chance of survival if they use their knowledge and cunning to best advantage.

Start: It is assumed that the party has safely arrived at a spot near the giants' stronghold—a small cave, well hidden, where they can be assured of being undetected. They come to the place of the giants just at dusk. There are no windows visible, but no giants—or any other creatures—can be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. Their map warns of two giant guards at the great doors to the Steading, but none are there. (If the party comes a second time after once entering, there **will** be guards.) The time has come to see what is afoot!

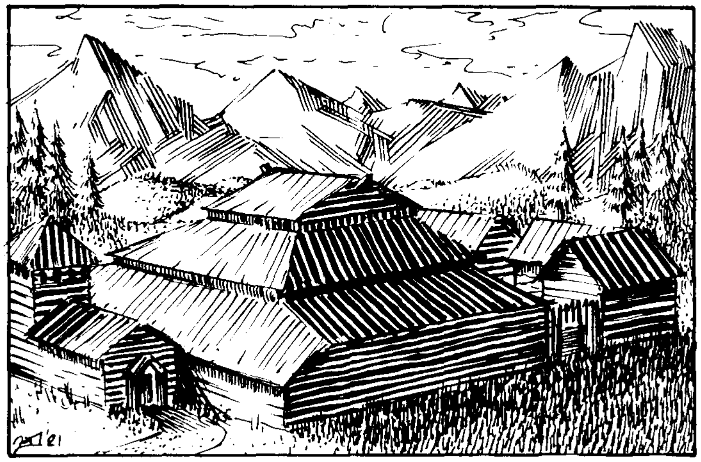
If the party decides to retire between forays against the Steading, they may be assured of relative safety at the hidden cave base camp—provided they take moderate precautions not to leave a plain trail or be followed to this sanctuary. There are sufficient supplies there for several weeks' stay. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them because of the previous adventure. It may likewise be assumed that magic-users have their spell books hidden there.

Notes For The Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale should not be a factor in most giant actions.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.



Upper Works: The map shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs of at least 3' diameter. Inner walls dividing rooms and the like are about 2' thick, and doors are great iron-bound log affairs of 1' thickness—single doors being approximately 7' wide and 6' high. All inside floors are of stone. Ceiling height varies from about 16' at the edges to 32' at the center, and there are great blackened rafters above which hold up the roof. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. All wood in the place is very damp. (Normal fire will have only a 2% chance per round of burning or setting the place afire, and even magical fires will have only an 8% chance per round of the same.) If the party should manage to set the upper works of the Steading aflame, they will be forced to wait a week before trying to discover a way into the lower (dungeon) level, for hot embers will prevent entry before this period of time. Note also that ALL loot from the upper works will be lost in such a fire, but that all giants from location 11 of the upper level will escape to safety in the lower level, going to location 26.

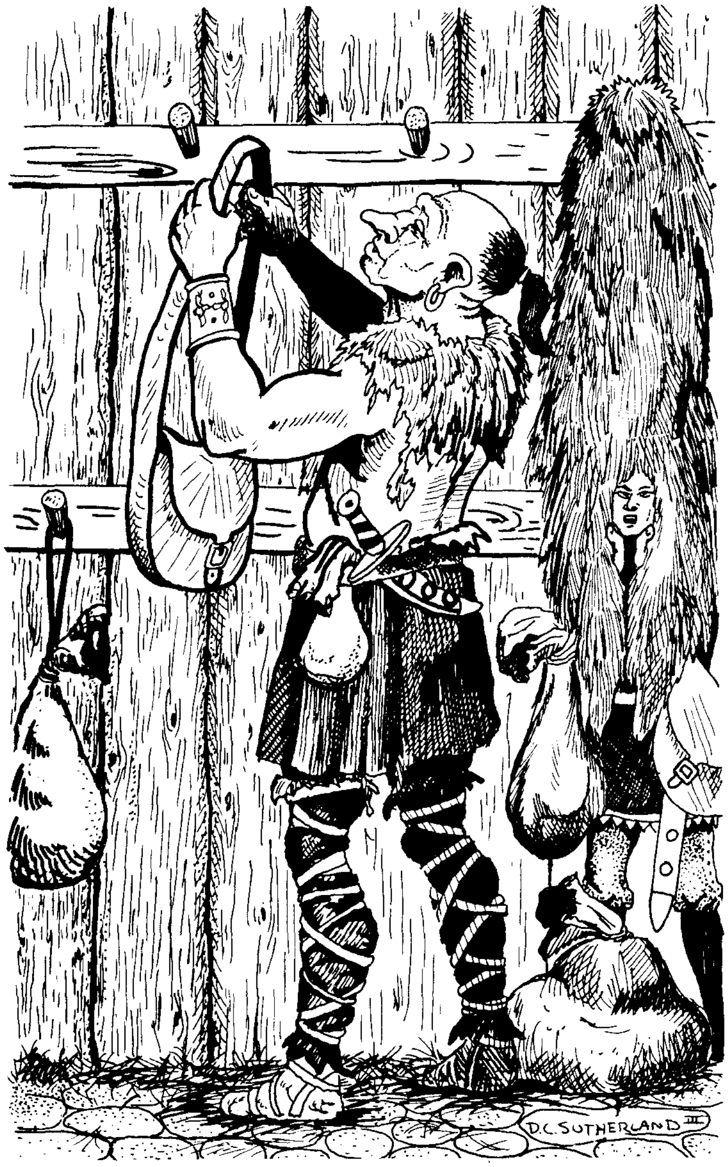
A normal die score is required to open all doors due to their great size and weight. Doors will stay open if left that way. Fireplaces are indicated, but the locations of cressets and braziers are not. Location 22. is an open stockaded yard, while rooms *23-25.* are an outbuilding which is connected to the main lodge by a huge palisade of tree trunks 3' in diameter and 30' tall.

Giant's Bag Contents: There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5 d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.

Giant's Bag Contents Table:

Dice Roll	Item In Bag or Other Container
01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.



KEY TO THE UPPER LEVEL

Wandering Monster:

1. 4-12 orcs rushing to get shields for platters
2. 2 hill giants from 11. going to sleep off a drunk
3. 3 ogres from 11. going to get on of the guards
4. 1 hill giant from 11. taking a stroll

Great Hall to 11.: Encounter 1 in 8 ("1" on d8)

1. 1-4 hill giants heading for 13 from 11.
2. 1 cloud giant from 11. heading for front gate
3. 2 stone giants from 11. heading for front gate

Eastern Section: Encounter 1 in 12 ("1" on d12)

1. The giantess coming from 11. to get her cave bear
2. 1 hill giant with 1-4 dire wolves from 22. going to 4.
3. The chief and 2 ogres going to get some trophies from 6. to show off in the Great Hall
4. 2-8 young giants from 3. heading through 22. to raid the pantry at 18.

Rooms and Areas

1. ENTRY AND CLOAK ROOM: The place is bare, but there are many pegs along the walls, and various items of giant outerwear (capes, cloaks, etc.) and bags hang from them. Use random bag contents for any opened. Noise could alert A. or B. below:

   A. 2 snoring hill giants, supposedly guarding the entrance (H.P.: 40, 34). There is a nearly empty keg of ale between them. Unless attacked and slain immediately, any molestation will enable one to alert the other guard at B. There is 1 chance in 20 that any well-planned scheme to kill them will fail, otherwise they can be slain simultaneously and quiet maintained.

   B. Steps leading up to the watch tower where another hill giant guard (H.P.: 27) is dozing. A flagon which contained mead is at his hand. An iron hoop and straight bar hanging on ropes from a rafter above will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The 6 gems are worth 100 g.p. each. The gold in the buckle is worth 100 g.p., but as a piece of jewelry the item has a value of 1,400 g.p.

2. SUB-CHIEF'S ROOM: This place contains a scattering of furnishing (hides on the floors, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounted with furs). On a shelf 9' above the floor are a beaten silver comb set with four 50 g.p. gems (value 300 g.p.), a copper mirror (200 g.p.), and a large gold hair pin with a 500 g.p. pearl (800 g.p. value). Under the furs on the bed is a sleeping giantess (HP. 29) who will awaken on a 1 in 4 or if a loud noise occurs in the room. The chest contains 980 c.p., 320 sp., and 1,500 g.p.

3. DORMITORY: Here 12 young giants (H.P.: 26, 24, 3 x 21, 18 x 17, 2 x 16, 14, 13) are rollicking, and beefy smacks, shouts, laughter, etc. are easily heard. All these creatures have weapons and will fight as ogres. (Note that noise from here will be regarded as the "kids" having fun ...) There is no treasure, but by wearing the young giants garb, with suitable padding, the party could pass as the youngsters if not seen closer than 20'.

4. BARRACKS: 2 soundly sleeping giants (H.P.: 39, 38) can be heard snoring among the 10 beds and 10 chests in this room. There are items of clothing hanging from walls and a couple of torches are smouldering in wall cressets. No treasure is in the room, save a small pouch in the first chest searched, which will contain 110 p.p.

5. MAIDS' CHAMBER: 4 giantesses are in this room (H.P.: 34, 27, 24, 23), and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the 4) is inclined to fight, but she dominates the others. If the matron is slain the 3

others will not fight, and will even co-operate with the party by describing rooms 8., 9., and 10. (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the maton's bed are 3 bracelets worth 2,000—8,000 g.p. each, 3,000 g.p. and 4 potions **(extra-healing, hill giant control, healing, poison). Note that the maids do not particularly want the potions.**

6. HALL OF THE CHIEF: Numerous interesting things fill this place. There are 2 tables, 5 chairs, 2 stools, and rugs, hides, and skins on the floors and walls. The tables have pottery flagons and platters on them, and pots and kegs are all about the place. There are trophies on the walls: heads (dwarven, human, and various animals and monsters), skulls, skins, and some arms and armor. Directly across from the fireplace are 8 shields, one of which is +3 magical (but only a **detect magic** spell will reveal it as such). There is a brass jar on the mantle of the fireplace, but it has no value. A skull there is also valueless, but inside is a large gem worth 2,000 g.p. — one of the kids was playing with it and stuffed it inside the skull and it has been forgotten.

7. CHAMBER OF THE CHIEF'S WIFE: She is at 11., but the room has her pet cave bear (H.P.: 35) which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear makes no noise. There is a bed, small table, chair, stool, 2 chests, a coffer, and rugs, hides and the like in the chamber. The chests contain only clothing, as she wears her jewelry, but hidden in the straw mattress is a leather pouch with 29 gems in it: 1 5,000 g.p., 3 1,000 g.p., 4 500 g.p., 8 100 g.p., 5 50 g.p., and 8 10 g.p. value.

8. CHIEF'S CHAMBER: This room is hung with rugs and skins and there are hides on the floor. There is a bed, 2 chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons (in the corner), a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.

9. ARMS ROOM: This is the location of the better trophies and personal armor, shields, and arms of the chief. There are also 4 huge fur capes. Although there is no real value to most of the items herein, there are 5 **javelins of lightning** wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by 3 spears and a club leaned against the wall in front of it. Of the other dozen or two items in the place, only one of the capes, a giant otter fur (2,000 g.p. value), has any worth to the party.

10. SMALL DINING ROOM: This room is also used for the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and 6 stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, and old knife, a rock paperweight, etc.). There are hides on the walls and floor. The secret door to 10A. is merely a hidden door concealed behind a manticore hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.

    10A. Several scroll tubes are concealed in this room, under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a Y. Inside is a set of instructions on the next raid, written in giantish, and signed "Eclavdra". Also in the tube are the plans for the Steading, but this plan does not show the lower level. **Note that the steps lead to the secret area of the dungeon level.**

11. LONG HALL: This 80' long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun is beyond in the Great Hall. A few torches burn smokily along either wall.

GREAT HALL: This place contains trestle tables, benches, stools, etc. To the north of the fire pit (where a whole ox, 2 sheep, and 4 pigs roast) is a higher table where the chief, his wife, the cloud giant, the sub-chief and the 3 stone giants are seated. On the wall directly behind the chief is a small ballista which he uses as a crossbow (30" range, fires 1/round, 2-18 vs. man-sized, 4-24 vs. larger creatures). It fires spears, and there are 6 there. Barrels and kegs of ale, beer, and mead stand here and there. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise. The following creatures are in the hall:

Chief Nosnra & wife:	H.P.: 65, 41 (he fights as a frost giant, she as a male hill giant)
Sub-chief:	H.P.: 49
Cloud giant:	H.P.: 63
3 Stone giants:	H.P.: 51, 48, 43
22 Hill giants:	H.P.: 44, 3 x 40, 39, 5 x 38, 5 x 37, 3 x 36, 33, 30, 2 x 27
8 Ogres:	H.P.: 31, 29, 3 x 28, 27, 26, 20
Cave bear:	(beneath chief's table) H.P.: 43

Each giant wears 1 to 4 pieces of jewelry worth 200—1,200 g.p. each. Ogres wear but half that amount worth 200-800 g.p. each. The sub-chief will have 4 pieces. The chief and his wife also wear 4 pieces of jewelry, each worth 1,000-8,000 g.p. The chief's pet bear has a jewel studded collar with 6 rubies worth 1,000 g.p.

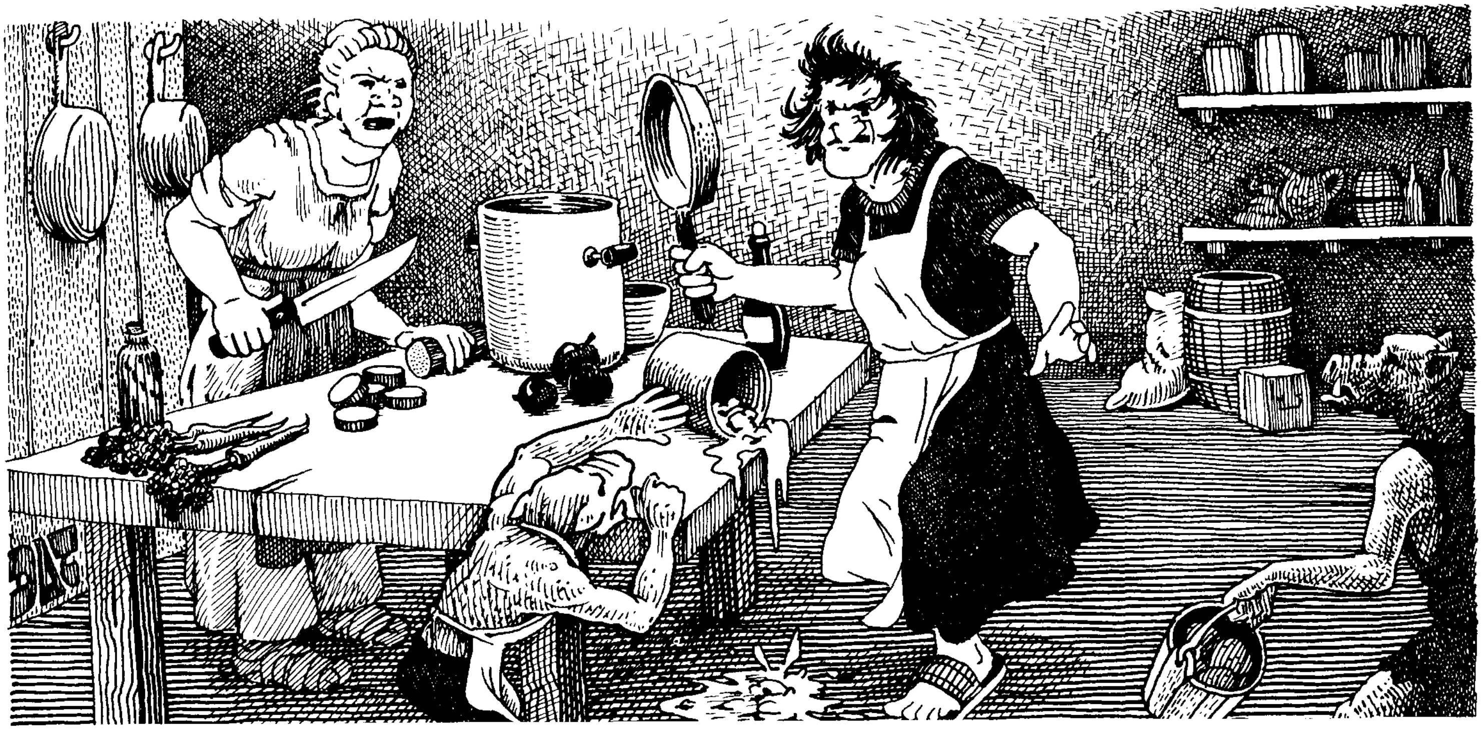
Note that various servants and orc slaves will be entering the Great Hall from the west.

12. ARSENAL ROOM: There are 30 helmets, 26 shields, 22 spears, 9 clubs, and 3 great axes around the place. None of these are of use to the party.

13. WEAPONS ROOM: Spears, shields, clubs, and axes are abundant here — no fewer than 12 of each, all sized for giants, of course. There are 4 great swords (two-handed with respect to man-sized creatures), 2 huge iron maces, and a sheaf of 6' long spears the giants use for javelins. All shields are against the walls, and behind the 7th one checked will be found a magic **war hammer +2.** One other hammer is out of sight in a corner, and it is seen by close inspection. This weapon has a **magic mouth** spell placed on it to speak to a dwarf: "Here's a kiss for you, runt!" so until it has spoken it will radiate magic very strongly.

14. MAIN GUEST CHAMBER: The cloud giant and the 3 stone giants (now at 11.) are lodged here. There are 6 beds, 4 chairs, 4 stools, 7 chests, and two tables in the room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. All found are worthless, as are the contents of all chests and the 4 bags tucked under the beds. One torch burns smokily at the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch, but it is actually a **giant slaying sword** belonging to the cloud giant, and if it is touched the special illusion is dispelled. Note that the sword is unique, with 14 intelligence, 8 ego, and speaking hill, stone, and frost giant languages in addition to the common tongue and the language of Neutral Good (which alignment the weapon is). It detects enemies, but the sword has no other powers. It is +2 in general and +4 versus any sort of giant (scoring that plus in damage, of course).

15. COMMON ROOM: The place has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches, and various odds and ends—all of which are of absolutely no value.



16. COMMON ROOM: This place is almost identical to 15. above, with a few cloaks, some hides on the floors and walls, etc. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them has an earring in it with a 100 g.p. gem.

17. KITCHEN: This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are 29 orc slaves about the place who will run away from any strong-looking party. The 5 giantess serving maids and 11 young ogre servants will also run, but they will call for help. (Assume all creatures herein have absolutely average hit points, the ogres having but 12 due to their age.) There is nothing of value. (See 18. below for further details of the items about the place.)

18. KITCHEN WORKROOM: This is also a ready storage area and eating place for servants. There are 3 tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tuns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.

18A. This is a storage room with more provisions as above, as well as the stairs leading to the lower level.

19. SERVANTS' QUARTERS: This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. In it are 6 giantess maids (non-combatants) and a "handsome" giant warrior (H.P.: 43) who will immediately do battle in order to show off for his admirers. He will not raise a cry for help unless brought to 50% or less of his hit point strength. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard. (This giant is the dire wolf keeper—see 22.—and he has a whip hanging beside the door to the east. The whip need only be shown to the wolves to make them cower and fall back.)

20. ORC SLAVE QUARTERS: This hall is a messy and smelly place filled with pallets and junk. All but 2 of the slaves are working elsewhere, the 2 in this place being too injured (since giant kicks break bones) to labor. They will happily aid a party which will spare their lives and set them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.

21. OGRE QUARTERS: The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the young at work in the kitchen area, there are 5 of them here (H.P.: 26, 23, 18, 16, 15) playing at knucklebones and drinking small beer. Amidst the heaps of skins on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a potion of **storm giant strength** and a **delusion** potion. Locked in a great iron chest with the key held by the strongest ogre (now at 11.) are 955 s.p., 705 g.p., and 79 p.p. The strongest ogre in the room wears a 1,000 g.p. gem on a thong around his neck. The creatures have 381 c.p. as stakes for which they are playing. Noise from this place will attract no attention whatsoever.

22. OPEN COMPOUND: 14 dire wolves run free here (H.P.: 25, 23 22, 2 x 10, 19, 3 x 18, 2 x 17, 15, 13, 12), and they will immediately attack any non-giant or non-ogre entering their area. **Note that if they see the whip (room 19.), however, they cower and make no sound, but otherwise they howl and bite!**

23. GUARD ROOM: There is a huge horn to wind to call the dire wolves. It rests upon the small table in the center of the room. There are 8 stools and 2 benches along the walls. A sheaf of 18 spears is by the door. A line of 7 giant-sized shields and 4 clubs stands along the south wall. No creatures are in the room.

24. BARRACKS ROOM: This room contains 10 beds, 10 chests, 10 stools, 2 tables, 1 bench, and miscellaneous junk. There are a few hides on floors and walls. Several broken weapons and dented helmets are strewn about. The place is deserted.

25. BARRACKS ROOM: Identical in contents to 24 above.

A. This alcove off the barracks belongs to the sergeant of the guards who is now away feasting. There are 3 chests in his area, all filled with clothing and equipment for the troops and himself. A sack on the wall holds giant-sized boots, and one at the bottom holds 1,300 g.p. and 8 100 g.p. value gems. Another sack under his cot has nothing but old helmets in it.

KEY TO THE DUNGEON LEVEL

Note Regarding the Dungeon: It will be evident from merely descending the stairs and observing the walls that the masonry work is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10', with the peak of the arch about 17' overhead. Ceiling height in most smallish rooms in the dungeon is 20' or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30' high. The overhead in the natural cavern area (19-21.) is of varying height, passages about 10', and large areas about 20' or more. The roof of cavern 23. is about 40' high. All natural cave areas have stalagmites.

Wandering Monsters:

All Non-Natural Areas: Encounter 1 in 12

1. 4 ogres (H.P.: 23, 22, 20, 27) seeking some orcs
2. The Keeper (see 2. below) and his pet out inspecting
3. 12 orcs (H.P.: 9, 8, 7 x 7, 6, 5, 4) with 2 heavy crossbows (2 poisoned bolts—see "B" below) out raiding for food

Other Areas: Encounter 1 in 20

In 19.-20.: 1-4 Subterranean lizards (from 21. below)

In 21: 1-3 carrion crawlers coming up from the sink holes

Rooms and Areas:

"B": Boulder wall and orcish strong point (see 19).
"G": Posts for rebel orc guards.
"W": Watch points for bugbear guards.

1. MARSHALLING AREA: This room is primarily meant as the place where slaves are rounded up and sent about their tasks under guard. It is also used for the revels of the other dungeon crew when off duty. There are a few smoky torches burning along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet.

2. CHAMBER OF THE KEEPER: The Keeper is a ghastly hill giant, hunchbacked, twisted, and with but one good eye. He is throughly wicked and evil, strong (H.P.: 49), and remorseless. He is never without one of his 2 pet carnivorous apes (H.P.: 29, 26), and both are in his lair, one guarding to the north of the door, the other on a platform built above it! The Keeper has a chain shirt which makes him AC 3, and he fights with a **battle axe +3** (+3 to hit, +3 hit points of damage). His room has many skins on the floor, a bed, table, chair, 2 boxes, several crates and barrels, 1 chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 g.p., 5 500 g.p. gems, 4 100 g.p. gems, and a large earthenware jug which holds 4 potions of **water breathing.**

3. CELL BLOCK: In the outer guard room are 2 bugbear guards (H.P.: 17, 14) armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this, and are faced by an obviously superior enemy, they will direct the opponents to cell iv. (see below), and when the party is occupied the bugbears will smite the alarm and flee. The room contains a table, 2 stools, torches, and keys to cells i, ii, iii, and v.

In the cells are:

i. 1 human prisoner, a merchant, now quite insane.

ii. 1 human prisoner, an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.

iii. An elf fighter/magic-user (5/8 levels but no spells and wounded from torture — 31 hit points now 14) chained to the wall. He has 17 strength, 17 intelligence, 14 wisdom, 16 dexterity, 15 constitution, and 11 charisma. He will serve with any character of **good** alignment for 1 year after rescue without pay in gratitude for his freedom.

iv. TRAP: 3 skeletons, each wearing a brass ring with a glass gem. The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. They have no key to the cell to back up their tale, but the lock can be forced with ease. As soon as the cell door is opened, the 3 skeletons spring to attack with swords previously covered from view by dust and dirt. Each skeleton takes 8 HP.

v. Large cell with 5 captured orc rebels. 3 others of their number have already been tortured to death and eaten, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs will lead the party to 19. if they wish, and will see them safely past the guards behind "B" if they can handle the bugbear at 'W' to the west of that place.

4.-8. BUGBEAR QUARTERS COMPLEX: Each of these areas will have a few torches and braziers burning. There will be a few hides and skins on the walls and floors, straw and similar litter mounded for bedding, a few stools and small crates, boxes, and the like for (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

4. 12 bugbears at ready (H.P.: 20, 4 x 15, 6 x 14). Each has a spear and morningstar, the former for hurling. They have 2-8 g.p. each.

5. 12 bugbears asleep. These monsters are identical in all respects to those described in 4. above.

6. 12 bugbears as in 5. above.

7. Chamber of the bugbear captain: 5 bugbears (H.P.: 24, 4 x 19), the captain and 4 lieutenants, are sitting around a crude table drinking ale and discussing a plan to wipe out the orcs in area 19. The captain attacks as an ogre and is equal to AC 4, doing +2 on damage and having *a* +1 chance to hit. All these bugbears have bastard swords. The lieutenants have 20-80 g.p. each. The captain has that plus 31 10 g.p. gems, the latter hidden in a pouch under his armor.

8. 6 bugbear guards: These alert fellows are readying for an attack. One always is at the south exit watching "B" to the east. They are armed with hand axes and morningstars (HP.: 21, 3 x 17, 16, 13).

9.-11. SLAVES' QUARTERS (GOOD BEHAVIOR AREA): These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

9. 24 unarmed orc slaves, very poor morale.
10. 30 unarmed orc slaves, very poor morale.
11. 24 unarmed orc slaves, very poor morale.

12.-14. SLAVES QUARTERS (UNRULY): Note positions "W" have 1 bugbear (H.P.: 16) each hand axe and morningstar armed, constantly alert and watching. Each area is secured by a barred gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. The chambers are unlit, have only scanty straw, and are quite noisome with orc odor.

12. 48 unarmed orc laborers, fair morale.

13. 24 unarmed orc laborers, fair morale.

14. 16 unarmed orc laborers, highly anxious to attack their captors, good morale.

15. TORTURE CHAMBER: This large area contains various implements for torturing prisoners large and small. There are an iron maiden, 2 racks, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, etc. A fire put in the center of the room gives it all a hellish light. There are 2 dozing hill giants (HP.: 39, 36) behind the large rack to the north, one with a gold chain set with a fire opal (2,000 g.p. as jewelry, 1,300 if damaged).

16. ARMORY AND SMITHY: Here are stacks of giant arms and armor, being repaired or fabricated. In the area first entered are 19 pike-sized spears, 41 6' spears, 16 battle axes, 9 two-handed swords, and other weapons and armor usable only by giants. A bit further on are some helmets balanced on shields and propped up by 6 each war hammers and maces, and if these are touched the whole will fall with a clatter to warn the Armorer and Smith of trouble. These two are fire giants (H.P.: 57, 50) who will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are 7 dwarves chained there, forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but one is an 8th level fighter (18/29 strength, 8 intelligence, 11 wisdom, 10 dexterity, 17 constitution, 6 charisma; 70 hit points) who will serve with the party as long as he gets a treasure share equal to his level and a chance to fight giants. The fire giants each have a sack filled with 4,000 g.p.

17. Passage to 17A., blocked by stones: Orcs have piled finished and rough stones before the door to close it. The wooden door itself is bound with moldering bands of bronze, and a heavy bronze bolt secures it. The corridor is disused, dusty, and reeks disgustingly.

17A. WEIRD ABANDONED TEMPLE: This room is of faintly glowing purplish green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns, to shift position when the watcher's back is turned. Touching the walls makes one chilled, and contact with a pillar causes the one touching it to become nauseous. At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch, but it has no effects upon those who touch it. Behind this altar is a flight of low, uneven steps which lead to an alcove with a concave back wall of purplish-black, glassy appearing substance. If any creature stands before this wall and gazes upon it for one round, a writhing amorphous form of sickly mauves and violets will be seen stretching its formless members towards the viewer. This sight causes the creature seeing it to have a 50% chance of becoming insane. If the creature does not go insane, a touch upon the curving will cause a **scarab of insanity** to appear upon the altar for the first one so doing, and a 5,000 g.p. gem for the next.

18. VESTRY (?): The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stones slants steeply downwards toward the south, but this way is completely blocked by tons of stone blocks and rubble.

19. NATURAL CAVERN: This place is part of the large area of natural caves and caverns which the ancient builders of the dungeon came upon. It is now inhabited by 78 escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. (See "G" above.) The orcs are armed with clubs, axes daggers, and various cast-off weapons, although there are 7 crossbows amongst them. There are 3 leader-types(11, 10, 9 hit points, fighting as gnolls, and doing +1 damage), 12 guards with great strength (8 hit points each), and 63 others with 5 hit points. They obtain food from raids, supplemented by fungus found in a subterranean cave which is entered through the sink hole in the southwest of the cavern. They have an uneasy truce with the troglodytes (see 20, hereafter), and trade food to these creatures for water. The total of the orcs' treasure is 45 g.p., 23 s.p., and 119 g.p. if approached in a non-hostile manner they will become agreeable if fighting against bugbears and/or giants is mentioned.

20. TROGLODYTE CAVERN: A small tribe of trogs' are forced to dwell there. There are 20 males (H.P.: 45, 2 x 14, 2 x 13, 12, 6 x 10, 9, 5 x 8, 7, 6), 13 females (13, 3 x 11, 10, 9, 8, 2 x 7, 6, 2 x 5, 4), and 7 young (all 2 hit points each). Being trapped between the orcs at 19 and the lizards at 21 they are trying to make do until they can escape. The leader has 4 500 g.p. gems, and there are 7 100 g.p. and 2 50 g.p. gems amongst the other males. They are regarded as holy things by the trogs, and any creature touching the gems will be savagely attacked.

21. LIZARDS' LAIR: A mated pair of exceptionally old and large subterranean lizards (H.P.: 47, 40) have chosen this spot to raise their 4 young (H.P.: 25, 22, 20, 19). These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sink hole at the east edge of their lair. (The lizards feed upon the fungus and the fungus eaters.) They are without treasure.

22. PARTIALLY CLEARED PASSAGE TO CISTERN: The well-like chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is 14' deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upwards access to the stream which flows through cavern 23. Any creature going down the stream will come out about a mile below the Steading in a small pond.

23. CAVERN OF THE CARRION CRAWLERS: All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding their bones to the litter. There are 2 crawlers (H.P.: 19, 16) in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear (dice for hit points) from the north or south along the stream or by one of the sink holes. There is treasure in the place, but it will take 3 persons to search a 10' x 10' square area in 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched but once. Use the following table to determine what is found.

Die Roll	Result
01-25	no treasure
26-35	1-100 c.p.
36-45	1-100 s.p.
46-55	1-100 e.p.
56-65	1-100 g.p.
66-70	1-20 p.p.
71-75	1-8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 sword or misc. weapon
98-00	1 armor and/or shield

24. STORAGE ROOM: (This area will house any ogres surviving from a burning of the upper level if applicable.) The chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants, others for smaller creatures. The door to the north is locked with a huge padlock.

25. WINE CELLAR: The door to this room is also padlocked. In addition to several large casks, 11 big barrels, and some various kegs, there are 13 tuns (5 gallon) of exceptional wine stored here. Each has a bung seal with a blob of black wax impressed with a death's head. If the wine is tasted it is 75% probable that the taster will continue to quaff it until in a drunken stupor. (One quart will make a giant reel, while a gill will make a human tipsy. It is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services, but the party can at best guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other such drink.) It has a market value of from 200 to 800 g.p. per quart.

26. GALLERY UNDER CLEARANCE: (Note that here, and at 27., will be the location of giants surviving a burning of the upper level of the Steading.) The north face of this area is being cleared, and a few tools are in that area. The place is otherwise unremarkable and empty.

27. CHAMBER UNDER CLEARANCE: Another unlit and unremarkable place with a few tools left laying around.

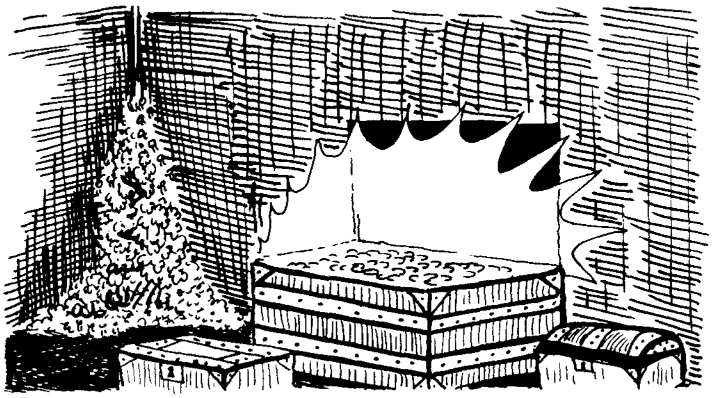
28. QUARTERS FOR STONE GIANT MINERS: 3 stone giants (H.P.: 47, 44, 39) who are subordinates of the leader in the Great Hall above make this their abode. There are piles of skins about, 5 cots, several stools, 2 tables, and several chests and sacks containing personal gear. These monsters are the master miners and engineers for all work in the dungeon. There are 14,230 g.p. in the third chest opened.

29. EMPTY CHAMBER: At first glance the whole place will appear to be unused, but there will be a faint glint of light from the far wall (western). Was that the gleam of light reflected from a gem? Entering to see what the glitter was will reveal a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. The dotted area to the east shows the spot where thick iron bars will drop to trap intruders. (See 30. and 32.)

30. PRISON: This area holds 4 insane manticores (H.P.: 51, 48, 45, 40). These monsters are caged here by Nosnra to guard his treasure. They are fed kitchen garbage dumped down a chute from above, and the manticores are wild with rage at their captivity. They will insanely attack any creature if the opportunity presents itself. The dotted areas to the north show where bars are (the south line) and where others will drop (the north line) after the monsters enter chamber 29. The bars which hold them prisoned are thick, and close set, so the manticores cannot fire their tail spikes through the gaps; but those bars which are to the north are not so closely set. (See 32.)

31. MINOR TREASURE ROOM: This place is the storage area for the excess coinage of the chief. There are 7 chests and some empty boxes. The chests contain:
1. 13,000 c.p.
2. 27,300 s.p.—scything blade trap which inflicts 2-12 h.p. damage, chopping off a member on a score of 20.
3. 7,140 e.p. and a **poison** potion.
4. 27 copper ingots each worth 400 c.p.
5. empty.
6. 11 ivory tusks worth 1,000 g.p. each
7. 980 gems of 1 g.p. value each—poison needle trap in lock, another in (empty) false bottom.

32. SECRET ROOM: This hidey-hole is provided with spy holes for the chief so he can look out upon areas 1. or 29. (There are also spy holes at about 5' height which the hill giant has never noticed.) There are three levers on the west wall of the room; each raises and lowers one of the sets of bars which are described at 29. and 30.



33. THE CHIEF'S TREASURE ROOM: The hidden pit with a snapclosed trap door cover has 4 iron spikes set into the floor 10' below, and each is poisoned. There is a 50% chance to fall into the pit, each person passing over the area checking—a second line having but a 25% chance of falling in if persons in a leading row drop into the trap. The room has various items which will immediately be noticed:

Large Chest: 23,840 g.p.
Iron Box: locked, 4,139 p.p.
Small Coffer: 41 100 g.p. gems, 13 500 g.p. gems, and 8 1,000 g.p. gems.
Small Coffer: 17 pieces of 500 g.p. jewelry (no gems)

In addition, there are 3 empty and broken boxes, and in the southeast corner what appears to be a broken barrel. The latter is an illusion, for it is actually a well-made and water tight cask which contains a map showing the GLACIAL RIFT OF THE FROST GIANT JARL and an obsidian box. In the latter is a chain of weird black metal and instructions written in hill giant on a sheet of human skin. The instructions show that the chain is a magical device which is to be looped into a figure 8. Thus shaped, it will transport up to 6 persons in each circle of the figure 8 to the Glacial Rift if one of their number holds the map. It will appear that a large growth of YELLOW MOLD covers the southwest corner of the room, but this is another illusion hiding the following items hung upon the wall: a quiver of 11 **magic arrows +2,** a **magic spear +3,** and 2 **flaming swords** (#1: Chaotic alignment of either good or neutral, intelligence 10, ego 12, detects gems, including kind and number, communicates by empathy; #2: Neutral alignment, either good or lawful, 6 intelligence).

THIS ENDS THE EXPEDITION TO THE STEADING

The Glacial Rift of the Frost Giant Jarl

Background: Some dozens of leagues to the north and west of the STEADING OF THE HILL GIANT CHIEF amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been amongst those who have been in the reaving bands, the party is to deal with them as the hill giants have been dealt with. Death and destruction are to be meted out to the frost giants in the same measure they gave to the peoples below. Those members of the party who have participated in the raid upon the STEADING will know that their most important mission, however, is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

Start: It is assumed that the party has either followed a map obtained at the Steading, or used the magical chain found there, to arrive in the neighborhood of the Glacial Rift. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make undue noise there, etc. In any event, the same search will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250' above the bottom of the Rift at their beginnings to about 150' above at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will be from 25' to 45' high, tunnels and passages will be from 20' to 30' ceiling height. The party may travel on the surface of the glacier—mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—from 50' to about 150' depending on position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along them a die is to be rolled; 1 in 6 indicates a member of the party has slipped an fallen, and there is then a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when 1 member slips over the edge, the next must be rolled for with a 2 in 6 chance of following. If more than half of the party goes over the edge, all fall. Each member falling to the bottom of the Rift takes 1 six-sided die of damage for every 10' falling distance, 10 dice maximum due to the cushioning effects of snow drifts.

The whole place is windy and very cold. Visibility atop the Rift is about 150'. The wind at the bottom of the Rift is worse still, and visibility there is only 30'. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying there will cause movement in a random direction equal to one-half the distance flown or levitated. (Use d8 to determine direction, 1=north, 2=northeast, 3=east, etc.)

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.

Notes for the Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale checks for the giants should not normally be made.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

Upper Areas (Caves and Rift Floor): The northern section of caves and caverns is basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (slip and fall 2 in 6 per 10' moved). For from 2 to 5 turns after such magical fire is used, the area will also be filled with a thick fog which will reduce visibility to 5'. Boulders blocking movement require 3 persons of normal strength to move them, success being indicated by a 1 or 2, just as if a resisting door were being opened. Characters with 18 strength can move these boulders alone, but a 1 or 2 on a six-sided die is required for success. If they are co-operating with other party members to move them, then a 1 is added to the probability of success for each 18 strength character in the group attempting to move the boulder, i.e. if 2 of the 3 were 18 strength characters, the boulder is moved 4 in 6. If the party is on the floor of the Rift and fleeing from pursuing monsters, any change in direction by the party will entitle them to a die roll to determine if the monsters continue to follow, with 1 or 2 on a six-sided die indicating that pursuit continues, 3 through 6 meaning that they have successfully eluded the monsters. This is allowed due to the blizzard-like conditions in this area.

KEY TO THE UPPER AREAS

Wandering Monsters:

Encounter occurs 1 in 12 (d 12), checking each turn.

1. 2-5 yeti
2. 1-3 frost giants
3. 4-16 ogres
4. 2-8 winter wolves

Note: Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.

Encounter Areas et al.:

b. "b" positions are large boulders.

1. GUARDROOM ICE CAVERN: 4 frost giants (H.P.: 49, 47, 46, 44) lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at 9. and 10. There are 4 piles of hides, 4 giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meleed. Their treasure is at 6. See also 2 hereafter.

2. GUARDROOM ICE CAVE: 3 frost giants (H.P.: 50, 42, 41) on standby guard. If they hear noise from area 1. they will rush there to help, or if they are attacked they will raise a cry to bring the guards from 1. to aid them. There are 4 piles of sleeping skins, and 2 bags in the cave. Under the third pile of skins is a silver belt worth 1,600 g.p., one giant wears a jeweled chain on his wrist (3,000 g.p. necklace), and one sack holds 4,128 g.p. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.

3. EMPTY ICE CAVE: If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.

4. SMALL ICE CAVE: Den of 5 winter wolves—a male, female, and 3 half-grown young (H.P.: 36, 31, 19, 18, 16). If the young are molested, the parents will fight at twice normal values. They have no treasure, although there is a litter of bones and the like in the place.

5. ICE CAVERN: The giants have frozen 8 corpses of mutilated victims, standing them upright in blocks of transparent ice. Evidently these are meant to "frighten off" any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice: 1) is dwarven with a **battle axe +1,** 2) is elven with a long case at its feet (cold wand with 16 charges), 3) is human and wears a jeweled belt (worth 7,000 g.p.), 4) is human and has a tube in its hand (a scroll of **protection from elementals**), 5) is dwarven and has a spilled pouch of (37 10 g.p. base value) gems at its feet, 6) is human and wears a **fire resistance ring,** 7) is half-elven and grasps a sack with a burst seam showing silvery coins (471 s.p.), and 8) is a human in gleaming armor (magic **armor of vulnerability -2** but appears as +2 until actually struck in combat). If a **fireball** is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath.

6. ICE PROVISION CAVE: There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 g.p., 4 1,000 g.p. base value gems, and a cleric spell scroll with 1 **cure serious wounds** on it inside a silver tube worth 300 g.p.

7. CAVERN: This natural rock cavern is covered with ice formations, so that unless the party pays particular attention, only the lack of the light which pervades the ice caves will make this place different from earlier caves and caverns. There are 4 (or more if ogres from the Steading survived for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover 4 ogres (H.P.: 24, 22, 21, 19) who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to 8. and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 g.p. and 1-4 100 g.p. base value gems.

8. SOUTH CAVERN: Ogre mercenaries serving Jarl Grugnur dwell here. There are currently 12 ogres (H.P.: 30, 28, 27, 2 x 26, 24, 3 x 23, 2 x 22, 20) here. All fight fiercely. Also in the place are 5 chests, 12 sacks, and 3 barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 c.p., 2,111 s.p., 792 e.p., and 5,300 g.p. Sack #9 contains 6 pieces of silver jewelry (100 to 600 g.p. value each) and 8 pieces of gold jewelry (200 to 800 g.p. value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are 2 **healing** potions and a gold armband with an inset ivory and amber bear (jewelry value 2,000 g.p. — damaged value 700 g.p.). The latter is a pass to the Jarl.

9.-10. CAVERN GUARD COMPLEX: Giants here are always alert. The position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9. eastwards to 10. via the north passage, while those at 10. move clockwise into area 9. to come into the rear of attacking forces.

9. 4 frost giants (H.P.: 55, 52, 46, 44). Each has his regular weapon plus 1 boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.

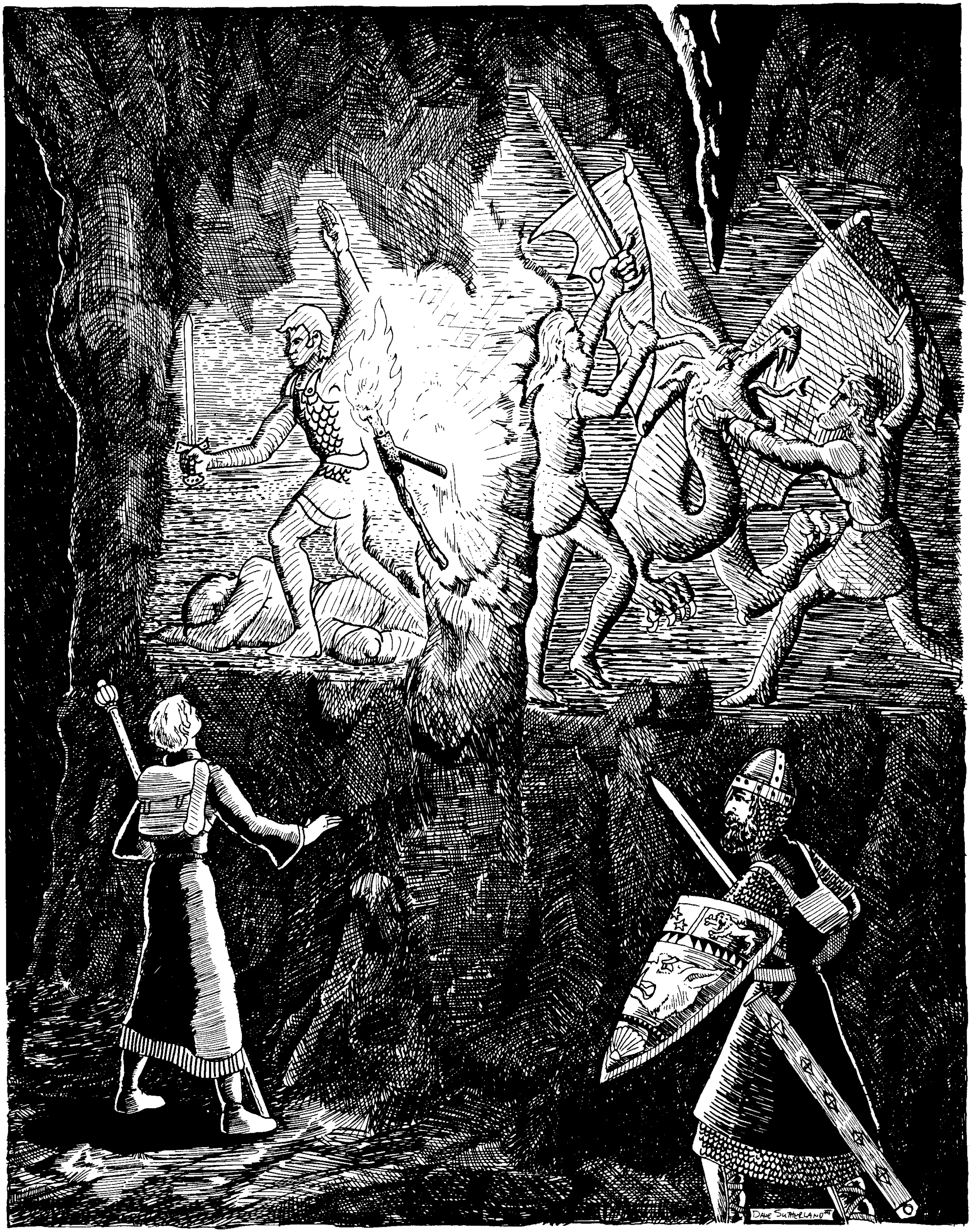
10. 4 frost giants (H.P.: 59, 50, 45, 40). Each wears an armband exactly as described in 8. above. There are 8 bags piled into the corner at guard position eight, each holding 200 to 1,200 g.p. There is also a rock ledge at about 9' height which has a stone box on it; inside this box are 6 more armbands and a pouch of 21 base 100 g.p. value gems. The stone box will not be seen unless it is actively looked for by a creature within 5' able to view something that far off the ground.

11. CAVE OF BONES: This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few coins—1-6 each c.p., s.p., and g.p.—and some broken weapons, pottery shards, and the like. It takes 1 turn to search a 10' square area, and the toads from 12. below will come into the place to look for expected food when they hear noise. Roll each turn, giving a 1/6 greater chance per turn, with a 1 in 6 probability on the first turn.

12. LOWER BONE CAVE: This place has many bones and skulls littering it, and it is the lair of 5 ice toads (H.P.: 37, 31, 26, 22, 19). These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (base value 5,000 g.p.) which resembles a toad. They have it on a protuberance in the middle of their cave, and it is worshipped by them as a god. The toads rest on small ledges from 8' to 12' above the cave floor, and they will hop down and savagely attack anything which touches it.

13. ICE CAVERN: This place is the home of a band of yeti who are scouts for the frost giants. 6 yeti are here (H.P.: 26, 25, 2 x 24, 23, 20) but have no treasure. The leader is at location A:

A. Yeti leader (H.P.: 31) with a neutral magic sword (+3 **frost** longsword) with no special intelligence. The leader fights with this weapon. He has a hoard of 11 ivory tusks (400 g.p. weight, 800 g.p. value each) under a mound of snow.


DAVE SUTHERLAND

14. MISTY ICE CAVE: Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 3', and the floor is very slippery (with a 2 in 6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the party has in hand. Dropped items (which are not too large) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.

15. ICE CAVE: This is the den of 2 snow leopards (H.P.: 24, 19) which are the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1-3) or complete surprise (4-6). They have no treasure.

16.-19. BARRACKS CAVERN COMPLEX: This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each of the sub-areas have piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. All have club, spear, and 4 boulders to hurl.

16. 4 frost giants (H.P.: 49, 46, 43, 39).

17. 4 frost giants (H.P.: 48, 47, 42, 40).

18. 6 frost giants (H.P.: 55, 52, 50, 3 x 45). At location "X" is a clear spring of water about 2%' deep, at the bottom of which are 278 clear rock crystals with a base value of 10 g.p. each.

19. 4 frost giants (H.P.: 51, 48, 44, 41).

20. ICE STORAGE CAVE: This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies.

21. ICE CAVERN: A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak the language of frost giants, or if a **comprehend languages** spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10' beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure.

22. GUARD ICE CAVE: 2 frost giants (H.P.: 49, 47), 1 watching at the cave mouth, 1 sleeping on a pile of hides. Each is armed, and there are 8 throwing boulders in the cave. They each have a sack, but neither have any treasure.

23. GUARD CAVE: 4 frost giants (H.P.: 48, 46, 44, 42). 1 giant watches down each passage while the other 2 sleep on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.

24. VISITORS' CAVE: 5 hill giants (H.P.: 40, 38, 37, 35, 34) are camped here awaiting a summons from the Jarl. The cave has 5 heaps of hides and 5 giant-sized bags. Bag #4 has a gold-inlayed skull with a report from the hill giant leader (Chief) to the Jarl inside. It is a pass to the Hall of King Snurre, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. Each hill giant wears a fur cloak worth 1,000 to 6,000 g.p.

25. VISITORS' CAVE: 5 stone giants (H.P.: 55, 52, 39, 46, 42) of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and 3 rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 g.p. (9 gems worth 1,000 g.p. each, 2,000 g.p. worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.

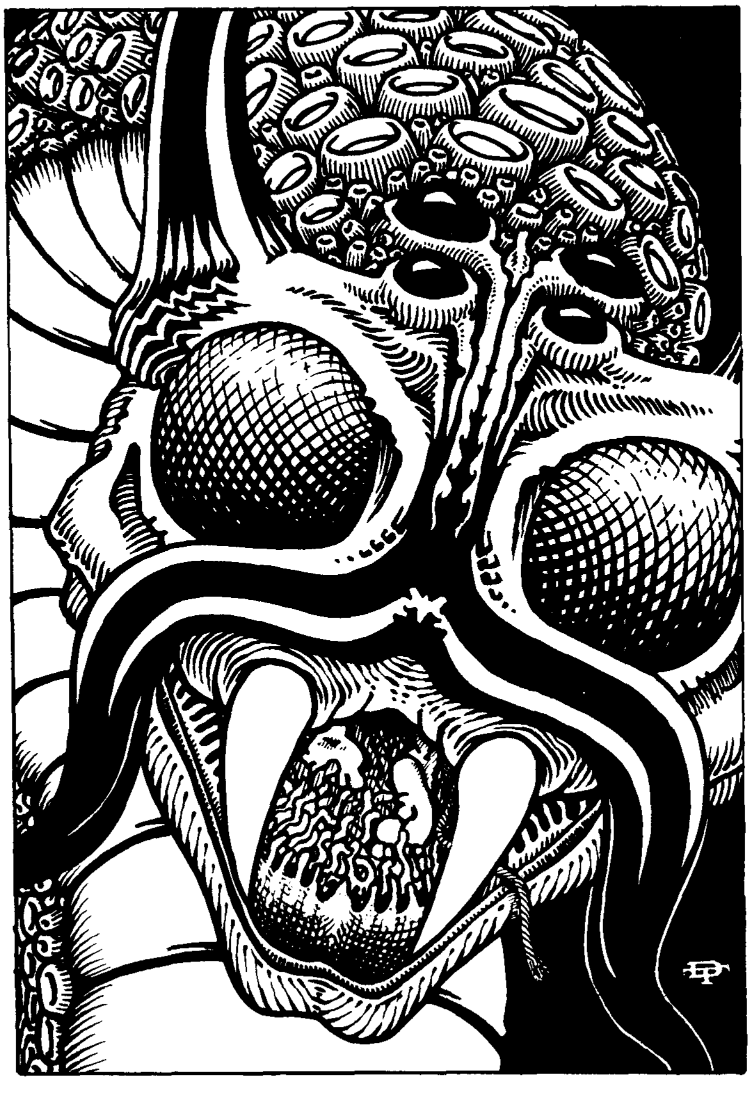
26. SPECIAL VISITORS' CAVE: This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are 3 fire giant messengers (H.P.: 60, 58, 55) who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a rude table, a bench, 3 stools, a large brazier, and 3 sacks, each with 3,000 g.p. plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 g.p. each) and ruby fangs (8 gems worth 500 g.p. each) worth 6,000 g.p. (silver is worth 100 g.p.). The statue is carried in a bag at his belt.

27. WINTER WOLF PACK: This wild pack of 7 animals (H.P. 39, 33, 30, 29, 28, 26, 25) is encouraged to roam the place by the frost giants. They have no treasure.

28. SNOW COVERED DOME OF ICE: This formation has been caused by the creature which lairs inside, a remorhaz 30' long (H.P.: 58) which has recently moved into the rift. A number of skeletons are around its icy den, one of a human with a **ring of 3 wishes** on its bony finger and a bastard sword (**+2 giant slayer,** no special intelligence, align to suit the party if desired, otherwise it is Lawful Good). If the monster is destroyed by heat **(fireball, lightning, wall of fire,** fire elemental, etc., the treasures are lost—destroyed or sunk into the ice non-recoverable).

29. WHITE PUDDING: Note that there are 2 of these monsters, 1 at each place 29 is shown on the map. They are simply white colored variants of the usual black pudding. 1 has 77 hit points, the other 66.

30. Ice coated sink hole around 12' diameter and 100' deep which gives access to level #2, area 2.



KEY TO THE LOWER AREAS

Referee's Notes: This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25' high, while the roofs of small caverns are 30' to 40' high, those of the large ones 45' to 60' tall. Light in this area comes from torches and cressets which are actually cages for fire beetles, the latter mostly in the part inhabited by the Jarl. Survivors of attacks on the level above will most likely make a stand in area 1. below or attempt to hide in area 3 below if weak and hotly pursued.

Wandering Monsters:

Encounter occurs 1 in 10 (d 20), check each turn.

1. 4 frost giant guards making the rounds
2. 3-12 ogres on an errand for the Jarl
3. 3 frost giantesses and 3 ogre servants out for a walk
4. 1 frost giant and 2-5 winter wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

Encounter Areas et al.:

b. "b" positions are large boulders.

1. GRAND ENTRY CAVERN: This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. **Note: the boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door.**

2. VAULTED CAVERN: The noise of moving the boulder which closes the place off from the rest of the complex will awaken the 2 white dragons kept herein. A **large ancient** male (56 hit points) rests atop a heap of treasure: 72,000 s.p.., 17,320 e.p., 2,966 p.p., 8 silver boxes filled with ivory (weight 3,000 g.p. each, value 4,500 g.p. ivory, 1,500 g.p. each per box), 1 alabaster statue (4,000 g.p. value), 7 white marble statues of no great worth, a scattering of 1,900 1 g.p. base value gems, 11 pewter serving pieces of small worth, 24 various weapons (a **dagger +2** amongst them), 9 shields, 8 suits of armor (including a silvered set of black **chainmail +3**, 27 urns of small value, and 61 bottles and flasks which have no value except for 1 which holds poison, 1 which is a potion of **fire resistance,** and another 2 which hold potions **of diminution** and **polymorph (self).** He is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders on a 3 in 6 basis. His mate (H.P.: 42) is at A.

   A. This location is a ledge with a cave-like recess, the whole being about 30' above the floor of the cavern. On the ledge a **medium-sized, very old** female dragon, the mate of the ancient male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, surprising opponents 4 in 6. She hides 12 1,000 g.p. base value gems (8 opals and 4 diamonds).

3. STORAGE CAVE: The place contains some remnants of carcasses, a few broken boxes with provisions which are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and stove-in ale barrels.

4. DESERTED CAVERN: There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out torches are in wall cressets. There are 3 skeletons of frost giants plainly visible near the center of the cavern. 4,000 g.p. are scattered around these bones, and a man-sized **shield +1** also lies nearby. The monsters at B location will attack any creatures.

   A. Frost giant skeleton half buried under stone rubble: The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows the GRAND ENTRY CAVERN, area 2, as a storage place, area 3., area 4. as the "GREAT HALL OF THE JARL", and a passage south (where the rubble is) which supposedly leads to various barracks room, the Jarl's private chamber, and a treasure room, the passage going 60' south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants . . .

   B. 6 ice toads (H.P.: 35, 31, 25, 22, 17, 16). They are very hungry, and if any creatures come near they will seek to kill and devour them.

5. ENTRANCE CAVERN: This is the actual entrance to the Jarl's complex. It is always guarded by 2 large frost giants (H.P.: 62, 60) with weapons and boulders. 1 will fight while the other sounds a great iron horn hung on iron chains from above. The horn requires 1 full round to reach, and another round to wind. No treasure here.

6. EMISSARIES' CAVERN: 5 ogre-magi (H.P.: 34, 2 x 29, 27, 26) recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 g.p. value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 500 g.p. gems (tokens from the Jarl). A small iron casket holds a gift to the Lord of Ogre-Magi—a trick box with 18 plates of platinum (100 g.p. value each), 18 plates of electrum (10 g.p. value each), and 18 plates of silver (2 g.p. value each). They slide in secret combination to open a small magical **box of holding.** (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 cubic feet of material or 3,000 g.p. weight, whichever is the lesser). The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the member holding the box (hits any armor class on 12 or better, -4 on poison saving throw). The box contains 2,000 g.p. and 2 potions **(frost giant control** and **cloud giant strength).** The leader of the group wears a **necklace of fireball missiles** (5 missiles of 7, 2 x 5, and 2 x 3, hit dice respectively) and he will not hesitate to use it. The positions of the ogre-magi are indicated by circled numbers.

7. GUEST CAVERN: A torch lit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, 2 chairs, and a small cabinet here. The cloud giant (H.P.: 70) who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 11,000 g.p., and the giant wears a silver belt set with ivory and gems (1 1,000, 2 500, 4 100, and 12 50 g.p. base value gems).

8. PRISON CAVERN: Several torches light the place dimly. A storm giantess (H.P.: 94) who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and 2 chairs. Upon the table are heaps of food on golden platters (500 p.p. each x 6), in silver bowls (100 g.p. each x3), and 2 huge flagons of ivory set with gems (6 gems each, base value 100 g.p.) set to tantalize her into submitting to the Jarl's will and becoming his leman. This durance vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.

9. SERVANTS' QUARTERS CAVERN: 16 ogres (H.P.: 30, 28,

27, 2 x 25, 24, 2 x 21, 3 x 19, 18, 2 X 17, 16, 14) dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has from 1 to 100 each s.p., e.p. and g.p. in his box or bag. They serve the Jarl willingly and fight fiercely.

10. ANTECAVERN: 4 frost giant guards (HP.: 51, 48, 44, 43) are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure.

11. GREAT CAVERN OF THE JARL: This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls—pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, and it appears completely deserted, for guard posts A. and B. are more than 30' above the floor and hidden in dark shadow.

A. & B. Each of these ledges holds a watchful frost giant (H.P.: 53) armed with a ballista (hits as a frost giant, 3-18 h.p. damage vs. man-sized targets 5-30 vs. larger) which he can fire once per round. Each has 4 spear-missiles for his ballista, 2 boulders, and his club. Neither has any treasure.

12. AUDIENCE ALCOVE AND THRONE DAIS: A huge ivory and bone throne, decorated with skulls, silver, and gems rests at the back of the place (6,000 s.p. weight of silver, 40 10 g.p., 20 50 g.p., 10 100 g.p., 5 500 g.p., 3 1000 g.p. and 1 5,000 g.p. gems). Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and 3 ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. It is unlit and empty now.

13. GUARD AREA: 2 frost giants (H.P.: 56, 52) look east and west at all times. They have clubs and 2 boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.

14. KITCHEN CAVE COMPLEX: 3 fire giantesses (H.P.: 46, 42, 40) and 4 ogres (H.P.: 25, 22, 20, 17) are in the west spur roasting a horse over the natural fire pit there and otherwise readying the Jarl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst heaped foodstuffs to the north are 4 human captives in a cage, being saved for a feast. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.

15. WEAPONS CAVE: Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all of frost giant size. There are also 9 battle axes which the giants can hurl, and a chainmail shirt of giant size.

16. COMMON QUARTERS CAVERN: There are 1 male (H.P.: 49), 12 giantesses (H.P.: 40, 39, 4 x 38, 4 x 35, 34, 32) and 9 young (H.P.: 24, 21, 20, 3 x 19, 18, 16, 14) about the place. There are bed piles of skins an hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with 19,560 g.p. in it. If the male is killed, the others will not fight unless they are also attacked.

17. KENNEL CAVE: The Jarl's hunting pack of 4 huge polar bears are kept here. There are 2 males (H.P.: 41, 39) and 2 females (H.P.: 36, 33), the males with jeweled collars with 8 100 g.p. base value gems, the females' collars having 6 such gems each. Treat these huge animals as cave bears for attack purposes. They are very quiet, surprising 4 in 6, and will attack immediately.

18.-19. CAVERNS OF THE CARLS: These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by torches and a few fire beetles. There are many pegs holding cloaks, capes and bags along the walls. 4 huge lockers, 3 hampers, and 6 wardrobes are in various places. Each male giant in the place has 2,000 to 8,000 g.p. plus his armband (as described in 8. of the upper level). Each female has 1,000 to 4,000 g.p. The young have no treasure:

18. 9 males (H.P.: 58, 2 x 55, 53, 50, 2 x 49, 48, 46) and 11 females (H.P.: 43, 2 x 40, 39, 5 x 38, 36, 33) with 8 young (H.P.: 24, 2 x 21, 3 x 20, 18, 15).

19. 3 males (H.P.: 61, 57, 52) and 4 females (H.P.: 40, 37, 34, 32) with 5 young (H.P.: 25, 22, 18, 17, 14).

20. JARL'S ANTECAVERN AND TROPHY HALL: The western spur of the cavern is a private audience hall, with pelts and skins on the walls and floors, a table, and 4 chairs. On the end wall hang 2 normal shields, a **heavy crossbow of speed,** 2 normal two-handed swords, and a pair of huge ivory tusks of no value. Some worthless scrolls are on the table. There are 3 chairs and 2 tables in the western area, the trophy hall, which has actual rugs upon its floor. On the south wall are a cave bear pelt, a su-monster hide, a wyvern skin, a rack from a giant stag, the teeth and claws of an umber hulk, giant scorpion claws, the horn of a woolly rhino, a pair of mammoth tusks, a pair of mastodon tusks, a normal bow and a quiver with 16 normal arrows, a giant boar head, a griffon skin 2 shields (#2 is +2), a dwarven skull with an iron crown (no value), 2 crossed spears and a flail (all normal), a tapestry (worth 1,875 g.p.), a case of crossbow bolts (11 **bolts** +**2** and 14 normal bolts), the wings of a giant eagle, a great axe (normal), a suit of plate mail (normal) of human size, 2 walrus tusks (1 is actually an ivory covered **iron horn of valhalla**), a normal shield, a suit of dwarven splint mail (normal), a tapestry (worthless), a shedu head, a huge iron mace (normal), a giant lynx pelt, the jaws from a subterranean lizard, a suit of elven plate mail (+2), a normal shield, a light crossbow, and a tapestry (500 g.p. value). **Note: If the magic shield is taken down it releases a spear trap which fires straight ahead, hitting on 5 or better, and causing 3-18 h.p. of damage; if the walrus tusks are touched, the shedu skull will scream "ALARUM! ROBBERS!" in frost giant until it is smashed to pieces.** Some worthless furs and tapestries hang on the short north walls. There are several illuminated by caged fire beetles There are well-worn steps, each about 3' rise, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.

21. JARL'S PRIVATE CAVERN: The forepart of this area is filled with a huge table, 4 chairs, 3 wardrobes, 5 chests, 5 trunks, and 7 coffers. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl (H.P.: 80) sits at the table in his chain jack, with a huge shield (+1, +4 vs. missiles) nearby (AC 1 with his shield, 2 without), his sword (+4 two-handed) at his hip, and a platinum drinking horn set with 8 gems (1,000 g.p. value each, jewelry value 9,000 g.p.) in his hand. Across the table is his "Lady" (H.P.: 70), with a cloak of sabertooth tiger hide about her, an iron mace at her hip, and a gold flagon set with 8 gems (500 g.p. value each, jewelry value 6,000 g.p.) in her hand. Grugnur fights as a cloud giant with respect to damage (6-36, +4 for the sword), she fights as a fire giant in all respects (5-30 hit points of damage per successful hit, AC 4). There are 2 huge winter wolves (H.P.: 40, 37) crouching under the table, and these pets will note even invisible intruders due to their keen sight, hearing, and sense of smell. All the various containers in the room contain clothing and useless items except as follows: chest #2 holds 3,800 p.p.; chest #5 has 15,570 g.p.; box #4 has a covering of old socks but underneath them are 8 potions **(speed, extra-healing, delusion, storm giant strength, poison, oil of slipperiness, healing, human control);** coffer #2 has 9 pieces of jewelry (1,000 to 10,000 g.p. value each); coffer #6 has a contact poison on it and holds 198 gems (104 50 g.p., 51 100 g.p., 36 500 g.p., 6 1,000 g.p., and 1 5,000g.p. base value).

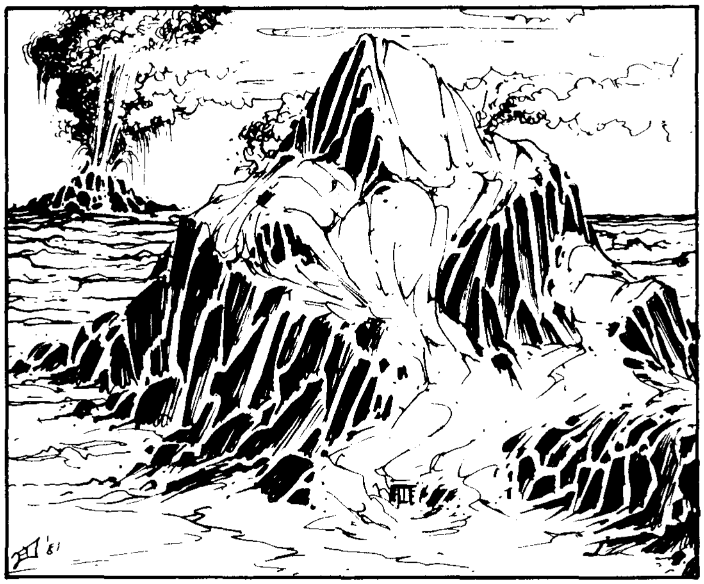
The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, 2 stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains 6 parchment scrolls in tubes: #1 is worthless, #2 is a **curse scroll,** #3 is a map to the HALL OF THE FIRE GIANT KING, #4 is a **protection from magic** scroll, #5 is a scroll of gibberish with **explosive runes** on it, and #6 is a scroll with two spells—9th level spells **crystal brittle,** which will turn any one metal item touched by the magic-user to brittle crystalline substance (even something as large as and iron golem!); and **energy drain,** a spell which enables the magic user to touch an enemy and drain two life energy levels (just as a vampire does). These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

A. Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest appears empty, but if it is examined with care there is a 1 in 6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about 10' above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50' distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and strongly locked. Unless a special magic **(true seeing/sight spell, gem of seeing,** etc.) is available to the party, it is detectable only 1 in 6, with but 1 chance for any party, for the magic on the chest is strong and it does not radiate **any** magic or clue. The box contains poison gas which will form a cloud 30' per side, and any within it must save versus poison at -3 (the contents are to be taken to the fire giant's stronghold and given as gifts to the powers behind the uprising). In the iron box are: a **hammer of thunderbolts,** a **pearl of wisdom,** a set of 8 small jars of pigments **(Nolzur's Marvelous Pigments),** a **ring of Invisibility,** and a **wand of paralyzation.**

THIS ENDS THE EXPEDITION TO THE GLACIAL RIFT OF THE JARL.

Hall of The Fire Giant King

Background: Just as the trail led from the STEADING OF THE HILL GIANT CHIEF to the frozen wastes where was found the GLACIAL RIFT OF THE FROST GIANT JARL, so the adventure in the latter place has led (or transported) the intrepid party to what they hope will be their last challenge. They are about to venture into the hot and smoking barrens which are in effect Muspelheim, the home of fire giants. In the vast rocky halls of the fire giants' doughty liege lord, the dread King Snurre Iron Belly, they hope to find both the answer to the riddle of what or who is behind the strange alliance of many different types of giants as well as great treasure. Surely here in the stronghold of the fire giants will be encountered the evil genius—or genii—controlling the uprising and planning the well-executed attacks, for Snurre is said to be far stronger than smart. It is a sad fact that all encounters here will be worse than those the party has faced elsewhere, for fire giants are ferocious opponents, and their associates and helpers will undoubtedly be proportionately stronger and more fearsome than those of the lesser hill and frost giants. Sobering thought indeed! However, the rewards for success cannot fail to be greater, for the fire giants—and their masters perhaps?—will have more loot to take. If the party has actually been to the other two places—or if at least one or more of the characters have—they will know that there is a charge upon them to report definite information to the rulers who have sent them forth to inflict punishment on the rapacious giant raiders. They are to slay fire giants and all who associate with them. Failure means death, no longer from the nobles, but from the monsters the party must face. Success means the right to keep all the loot taken, plus the possibility of reward from the rulers of the lands which the giant bands warred upon. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant King. They have penetrated near the heart of the matter into a fell realm where even the strongest need beware!



Start: The party might have arrived before the huge obsidian valves which bar entrance to the Hall by means of the transporter found in the lair of the frost Giant Jarl, and in this case they will have to search to find a place of safety to rest and recover their strength between forays into the Hall. If the group journeyed hence by some other form—horseback, mounted on hippogriffs, etc—they will have noted such a place about 2 miles distant from Snurre's sooty palace. This hidden refuge will prove to be safe from detection as long as the party leaves no plain trail to it, and as long as they are not followed to it. (If they thrice venture forth from the cave to raid the Fire Giant Hall there will be a 10% cumulative chance per additional raid that the hideyhole will be found by the giants, i.e. a 10% chance the fourth raid, 20% the fifth, etc.). The ravine which is near the safe cave leads directly to the spiney, broken heap of slag which is indicated as the site of the Hall by their map—or obvious to them otherwise, for it has *a* wide, well-trod path leading up to two great slabs of black stone, obsidian portals which give access to Snurre's Hall. But these gates will open to the party if one of their members has fire giant strength (or greater) and mass, **or a chime of opening** to employ, or one of them can cast a **knock** spell. Each valve is 29' tall, 10' wide, and no less than 3' thick.

The plain about is most evil and drab appearing. The sky is gray and filled with sooty clouds. A distant volcano can be seen, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. It is hot, and the air smells of heated rock and metal. The ground is full of cinders and sharp rocks. The place is lit by night with dim red light from flaming gases shooting forth from the earth and from molten rock. On the second and any successive raids upon the place, there is a 50% likelihood that the gates will be ajar, and some guard will be watching for the attackers in order to alert the Hall.

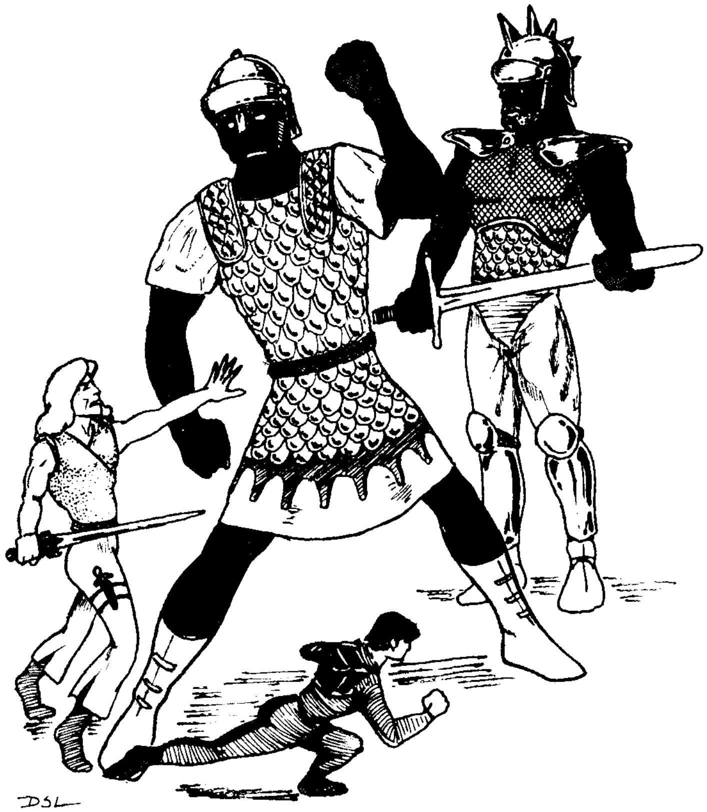
Notes For The Dungeon Master

The pile of lava, slag, and jutting black rock which houses the Hall of Snurre is a steeply rising hill about 300' high at its summit. It is difficult to scale, but the party may do so if they desire. Everywhere are vents which smoke, and some of these holes spurt out jets of flame from time to time. The party will never locate any other entrance into the place, and there is a 2 in 6 chance that any member investigating a vent hole will be struck by flaming gases for 2 hit dice of damage (2d6).

The upper two levels of Snurre's Hall are lit by torches, braziers, natural gas jets, and even molten lava. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlighted except where the matrix indicates otherwise. Passageways in the Hall are vaulted and some 30' high. Halls, chambers and rooms are 40' to 60' high. The floors, walls, and ceilings in the place are of black, reddish-black, dark gray, and dull brown rock. In some places it has been hewn, but in others it appears to have been fused by heat. All doors are made of iron plates. Opening them requires giant strength, so normal probabilities of opening resisting doors are cut in half. Pillars in passageways and other places are of black stone.

The lower level is mostly natural, and the details of the place will be given hereafter. When the party gains this level, do not be too precise in calling direction or distance. As with any such map, the twists, turns, and irregularities are very difficult to map anyway, and general directions and descriptions will suffice for the mapper and make the whole more realistic in any case, for such an area would be nearly impossible to accurately map under existing conditions.

As has been said in the previous adventures in this series, while considerable detail has been given, it is up to you to fill in any needed information and to color the whole and bring it to life. You, as Dungeon Master, must continue to improvise and create, for your players will certainly desire more descriptions, seek to do things not provided for here, and generally do things which are not anticipated. The script is here, but you will direct the whole, rewrite parts, and sit in final judgement on character's actions. If you have already taken your players through the first two adventures, you will wish to be particularly mindful of how their behavior there will have altered what is shown here on each level matrix. Use the parameters given to design your own epic. Be disinterested, and be just. This is a very difficult scenario, and the players might rue thoughtless actions, but do not allow this to temper what you have before you. Likewise, do not set about to entrap the party in a hopeless situation—allow their actions to dictate their fate. In any event, never reveal too much information to players. For example, if they learn about the Drow, give only scraps of details from your information sheet; determine a percentage probability of the particular bit of knowledge being known by whatever means is being employed (sage, **commune, legend lore, contact other plane,** or whatever), and roll the percentile dice for each scrap. Base your communication to the party upon this, but always judge for yourself if the information thus imparted is too much or too little.



Remember also that these giants are both the toughest so far encountered and that they have the best advice immediately available to them. As soon as the party strikes and then retires, the attack will be assessed and counter-measures taken. Some notes to this effect will be found in the matrices for each level, but you will have to design some reactions personally. Even when the party first enters the Hall you will have to gauge the reaction of the giants if and when they learn that intruders are within. How will they react? From whence will they call in guards? Where will Snurre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress! You have not ceased being a Dungeon Master by using this prepared scenario, you have simply had some details handled for you so that you can better script the more important material.

When the party retires from the Hall, the fire giants will lay whatever traps and ambushes they are able to under the circumstances. Lights will be put out, sentries will be posted, and so forth. In the play-test version, I had the giants who survived the first foray by the (exceptionally strong and well-played) party set several ambushes, each surprise being set to allow them to retire quickly behind a turn in a passage or through doors, gradually falling back on the corridor to the 2nd level. However, even the females and young fought, as the King had so ordered, and I assumed that their fear of him (and the Drow) was greater than their fear of the party—or at least equal. As the characters offered no quarter and slew every giant or other creature encountered with absolute ruthlessness, their opponents fought with hopeless abandon and sacrifice. How you will manage must be based upon knowledge only you, as judge and referee, can have. Regardless of what your players do, morale checks for the giants and their associates should seldom, **if ever,** be made. What hope have they? The rationale of this whole series of adventures is a fight to the finish. Only the leaders and those they take with them will normally seek to move to a place of safety, the rest will stand fast and battle to the end.

Finally, note that Drow weapons and armor do not radiate magic.

KEY TO LEVEL #1

Wandering Monsters:

Encounter occurs 1 in 12 (d12), check each turn.

1. 2 fire giant guards
2. 2 fire giantesses with 12 gnoll workers
3. 4 young fire giants with 1-4 young hell hounds
4. 1 cloud, 1 frost, and 1 stone giant visitor looking around

Note: All wandering monsters are assumed to be creatures not accounted for on the matrices. Their appearance is mere chance, although they can actually reinforce existing monsters in the area if circumstances favor this action on their part.

Encounter Areas:

1. ENTRY PASSAGE: The floor here is polished obsidian, and great wall hangings can be seen by the party as soon as they enter. The tapestries between the torches are done in bloody colors and show victorious fire giants. The door guard is in alcove A:

   A. The tapestry hanging before this post is loosely woven so as to allow the fire giant (H.P.: 56) in the dark recess to clearly see whoever enters. If intruders are spotted, he will wind his great bronze horn to warn the Hall. (See 2. hereafter.) The fire giant guard has a club as well as 4 boulders.

   If the party severely defeats the giants in the Hall, a ballista (from 10A) will be set up at the far end of the hallway in anticipation of a second raid. This weapon will have a trip at 30' into the passage, and the trip will be nearly invisible (notice only 1 in 6, if the party is using lights, and check only once for all). The ballista will fire 6 spear missiles, with a 2 required to hit AC 10, and no adjustments for dexterity are to be given. Each missile causes 2 to 16 (2d8) hit points of damage when it hits.

2. GRAND HALL: 2 ettins (H.P.: 49, 44) are always here, using their four heads to watch all directions. Each is armed with a huge morning star of black metal (treat as +1 for both hit probability and damage) and a spear. If they throw the latter weapon, they will then arm their right hand with the morningstar and the left with a mace. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entryway until help arrives from 3., 18., and/or 21.-25. The floor of the Grand Hall is of reddish black, highly polished stone, the pillars are carved into the shapes of dwarves straining to hold up the figure atop them, and the light flickers weirdly from burning gases spurting from the walls. The tapestry on the south wall screens the entrance to the Royal Apartment.

3. THRONE ROOM AND AUDIENCE CHAMBER: 2 steps of white veined black marble lead up to this area. The floor is a deep red polished stone, the huge stone pillars of polished obsidian, between them a massive throne of jet and black and white banded onyx, the whole inlaid with sard (12 pieces of 1,000 g.p. value each) and set with 12 fire opals (1,000 g.p. each) and 12 rubies (5,000 g.p. each). The walls are inlaid with colored stone to show various scenes of victory by King Snurre over opponents. Behind the throne the wall shows the flaming skull which is Snurre's own device, flanked by fire giants with clubs over their shoulders. Huge torches burn in bronze cressets. (The secret door is actually one of the flanking giants inlaid on the wall. A cresset to the left of it is pulled down to cause it to swing inward). 4 fire giants (H.P.: 63, 61, 59, 58) in chain shirts (AC 2) guard the King at all times, and their positions are shown by the circled numbers. Each has a huge throwing hammer (5-20 hit points damage) and an axe. Crouching beside either arm of the throne are 2 large hell hounds (7 dice, H.P.: 49, 46) which are the King's constant companions. King Snurre (H.P.: 92) himself is seated upon the black seat of the throne. He is over 13' tall. Snurre is clad in his black iron armor (AC 0), and holds a huge two-handed

sword which has flames along its blade when it is swung (+4 to hit, +6 damage). The King fights as a storm giant (hit probability and 7-42 h.p. damage) when he is armed with his sword, otherwise he fights as a cloud giant. Snurre wears a necklace of coral skulls (15,000 g.p. value as jewelry) and has a broad girdle set with 66 (100 g.p.) garnets. He is hugely muscled and extraordinarily ugly, very broad, with bandy legs. His teeth are tusk-like and protruding, almost orange in color. Snurre's head beneath his iron helmet is bald, but his side whiskers and beard are bright orange and full. Note that he is clad in a cloak of white dragon hide which gives him +3 on saving throws against cold-based attacks and reduces cold damage sustained by 50%. He wears his crown of iron, set with 6 base 1,000 g.p. rubies, 6 base 1,000 g.p. diamonds, and a huge jacinth (base 10,000 g.p.) only when he is on his throne. Otherwise it is in his bag.

4. CHAMBER OF THE QUEEN'S SERVING MAIDS: The length of the hall and chamber proper are covered with hide rugs and wall hangings. Note the one which screens the entrance to the Queen's private chamber. There are torches on the walls, and 6 chairs and 3 small tables along the hallway. At the end there are 4 beds, 8 chests, 2 wardrobes, and 4 stools. There are always 4 fire giantesses (H.P.: 44, 42, 40, 39) waiting in the hallway outside the Queen's chamber, and 4 giantesses (H.P.: 45, 40, 38, 35) in the end chamber. Each fights fiercely to protect the Queen, and those at the end chamber will rush to aid the others. They have swords and fight as frost giants with respect to hit probability and damage. Each wears 2 to 5 pieces of jewelry worth 500 to 2,000 g.p. each. Amidst the 81 hides, pelts, skins, and furs in the end chamber are several of value—numbers 17, 24, 40, 59 and 77 are worth 1,000 to 4,000 g.p. each. There is no other treasure.

5. QUEEN FRUPY'S CHAMBER: The floors and walls here are covered with rich rugs and tapestries (of no great value). The place is well lit by torches and a large brazier, and this makes it very hot indeed. The Queen (H.P.: 74) is a veritable haradin, a sly and cunning horror. She is, if anything, uglier than Snurre. Topped by a huge mass of yellow orange hair which looks like a fright wig, Queen Frupy's face is a mass of jowls and wrinkles, set in the middle of a very large head which sits squarely upon her shoulders. Her body is lumpy and gross, and her skin is covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears garments of black dragon hide, set with iron studs, and this gives her an effective armor class of 2. She fights as a normal fire giant male, but she has a bonus of +2 to score a hit and a +4 on points of damage she scores. She wears 8 pieces of gem set jewelry (2,000 to 5,000 g.p. value each). She wields an iron sceptre as a weapon. Out of sight are her two pets, a pair of giant weasels (H.P.: 24, 19) which she dotes upon and which obey her every command.

   Any intruders entering the place will be commanded by Queen Frupy to kneel in her August Presence and state their business, so that she may fairly dispose of their humble requests. Any so foolish as to do so will be sorry, as Frupy will call forth her pets and herself strike at the most powerful appearing of the intruders. She will strike at +4 due to the position, do +8 h.p. of damage (5-30 +4 +8, or 17-42!), and a score of a natural 20 on the die indicates she has decapitated the victim of her attack. She will then bellow for her serving maids to come to her aid.

   Her chamber contains a huge bed covered with furs (of only 100 to 600 g.p. value each, 12 total), a small table and 2 chairs, a stool and dressing table with a huge silver mirror (value 1,000 g.p., and it shows invisible or magically changed creatures in their real form), an ebony and mother of pearl wardrobe (filled with her clothing), an iron chest, 2 bronze caskets, a huge chest of 12 drawers, and 2 small coffers of copper on each table. Each bronze casket has an asp inside; #1 holds 4,000 c.p., and #2 has a number of platinum pieces covered by a spell so that they will appear as coppers until they are taken out of her chamber. The iron chest has a trick opening to the side which allows the person to get its contents (a jade box worth 5,000 g.p. with a hidden compartment which can only be detected by means of X-ray vision or **true seeing/sight** spell—the compartment having a scroll with 2 random 7th level spells: cleric, druid, or magic-user according to which character first examines it). If the lid of the chest is opened, a cloud of fire will englobe all within 10' of the chest, doing 6 dice of damage, with no saving throw. All but one of the copper coffers contain unguents and the like: coffer #3 contains 6 pieces of very fine, gem set gold jewelry worth 7,000 to 10,000 g .p. each, and a jeweled pendant with a stone which has flashes of color appearing from its inky depths (it is a **wizard eye** device fashioned by the Drow, and allows them to see through it). The drawers in the chest contain worthless personal articles, except the fifth drawer from the bottom there under some underthings Queen Frupy has concealed 3 potions—**fire giant control** (to be used by her on the King of course), a **delusion** potion, and a **mammal control** potion.

6. CHAMBER OF THE KING'S GUARDS: 4 fire giants (H.P.: 63, 61, 59, 58) resting before assuming active duty with Snurre—but all sleep lightly. They wear chain shirts (AC 2). There are 4 cots and four stools in the chamber. Under each cot are 2 lockers, each containing clothing and 1,000 to 3,000 g.p. Each guard carries 12 base 100 g.p. gems in a belt pouch, and each is armed with throwing hammer (cf. 3.) and sword. A table in the center of the room has several platters and flagons on it-all worthless—along with a small tun of win and a cheese covered with mold (inside the cheese there are 48 100 g.p. gems, for it is the repository for the wealth of "on duty" guards). There are 12 boulders in the entry hall, 6 along either wall.

7. KING SNURRE'S PRIVATE QUARTERS: The great iron doors to this place bear the blazon of the flaming skull. 6 hell hounds (2 of 6 hit dice, 2 of 5, and 2 of 4; H.P.: 33, 30, 25, 22, 18, 17) roam the outer hall. The walls here are set with torched cressets and draped with crude tapestries. There are 6 chairs and 2 benches along the walls, and 3 tables are interspersed, each with a keg of ale, beer, or mead and leather or horn drinking vessels at hand. 8 normal shields and 8 normal swords decorate bare patches on the walls. There is a step up just at the pillar of reddish stone which ends the forehall and marks the entry to the chamber proper.

   The bedchamber of the King contains a huge bed, a table, a small throne of ebony and 3 lesser chairs, a tall cabinet, 4 trunks, an iron chest at the foot of the bed, and a bench near the entry. The floor is covered with pelts, and the walls are hung with tapestries (worthless) and trophies: 2 shields, an axe, 4 swords, a flail (used to subdue the pyrohydra at 8.) and a hammer—all sized for giants and otherwise normal. A ledge on the south wall at 9' above the floor holds 39 skulls (human, dwarven, elven, giant, and other various and sundry monsters and creatures), 8 helmets and helms, and 5 sets of armor (2 human, 1 dwarven, 2 elven, of chain, splint, or plate as desired) of no particular worth. The 8 fur pelts on the bed are worth from 1,000 to 4,000 g.p. each. The containers in the room hold nothing but the personal gear (clothing, footwear, and bits of armor) of King Snurre. On the table are bits of carved ivory, some teeth of animals, bits of wood, and some stones (1 is 1,000 g.p. base value block of carnelian). Together these items serve the king as a divination device—quite worthlessly, of course. Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. The secret door to the north is very well concealed, and it can be located only 1 in 10 by magical means, never by such normal means as possessed by an elf, for example. (The same is true of the door to 8., but magical means locates it 1 in 4, as it is not as well concealed and is only 1' thick.) A projecting stone to the left of the secret door, 12' above the floor, is pushed in to cause the 4' thick portal to pivot to form an opening 4' wide on either side, and 10' high.

8. CAVE: A 10-headed pyrohydra lurks to either the north (1-3) or south (4-6) if it hears any creature coming up the steps to its lair. It attacks by surprise 3 in 6 normally. It is very vicious, as the King beats it and torments it for fun, and it hopes to take revenge on virtually any other living thing. It attacks by biting (1-10 h.p./head) on the first attack. It breathes fire for 1 to 10 hit points of damage/head also.

9. KING SNURRE'S TREASURE CAVE: (Note that there is a chimney up in the southeastern wall.) The cave is filled with stuff—a pile of 28,000 c.p., 3 mounds of 4-16 worthless tapestries and furs, several dozen bales of valueless cloth, scores of various vessels and containers, and urns and vases of pewter and brass and bronze (plus 12 of silver and 6 of gold worth 200 to 1,200 g.p. each). There are 8 iron trunks, 6 chests, and 5 large coffers also:

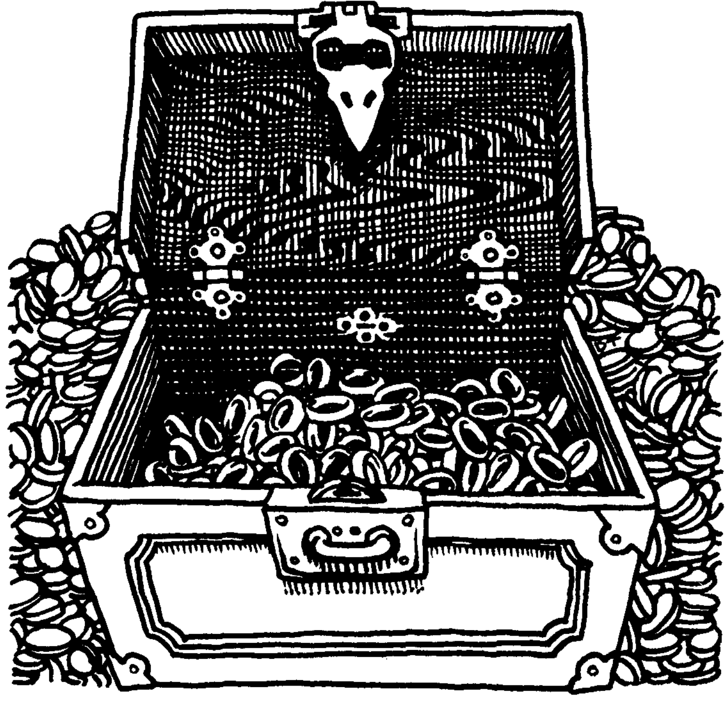
Trunks are about 7' X 5' X 4'

Chests are about 5' X 3' X 2'

Coffers are about 2' X 1' X 1'

Container	Trap Device	Contents
Trunk #1	None, but locked	72,000 s.p.
Trunk #2	None, but locked	Empty
Trunk #3	None	60,000 c.p. hiding a sack at the bottom with 11 pieces of jewelry (1,000 to 10,000 g.p. value each).
Trunk #4	Blade in lid chops down as fire giant for 3-24 h.p. of damage—it will ruin 2 cubic feet if it misses the players.	3 cubic feet of silk worth 3,000 g.p. per cubic foot
Trunk #5	None, but locked	8 pieces of rare wood inlaid with mother of pearl worth 1,000 g.p. each (each is mace-sized).
Trunk #6	None	13,000 e.p.
Trunk #7	None, but locked	12 fine ivory tusks each weighing 2,000 g.p. and worth 1,500 g.p.
Trunk #8	Holds 9 large asps of 6 h.p. each with +2 poison; **invisibility** hides all contents, including asps.	6 pieces of 1,000 to 4,000 g.p. value jewelry
Chest #1	Contains **weakness** gas which will form a 10' radius cloud.	empty
Chest #2	None, but locked	rocks
Chest #3	Squirts acid when it is opened (any before it take 3-12 h.p. damage), armor or other wear must be diced for to save or is destroyed; acid jet is 3' wide by 12' long.	12 potions and 8 scrolls, determined at random (no poison, **delusion,** or **cursed** items),
Chest #4	4 spikes fire forward, 4 backwards, 4 sides (each), as fire giant to hit, causing 2-12 h.p. of damage each, 15' range.	17,300 g.p.
Chest #5	None, but locked	Empty.
Chest #6	Lock and handles have contact poison +6 on them, all who touch thus save at -6.	1 black cloak, 1 pair of black boots, man-sized, give 75% chance to be invisible/move silently in dungeons.
Coffer #1	4 poisoned needles shoot inwards from sides when treasure is lifted and have a 25% chance of hitting any member thrust inside.	72 gold rings worth 20 g.p. each, but #4 is a **ring of protection** +3, #8 is a **ring of contrariness,** #21 a **ring of commanding water elementals,** #26 a **ring of delusion** with contact poison inside (no saving throw), and #56 is a **ring of 3 wishes.**
Coffer #2	None, but locked	1,325 p.p. under a layer of coppers.
Coffer #3	None, but locked	Packets of leaves and seeds and husks-hot spices worth 9,000 g.p. for the lot.
Coffer #4	See the treasure	7 highly crafted, carved statues, of unknown mineral and workmanship; each strange idol brings a (cumulative) -1/+1 curse to its possessor when it is carried, the curse affecting all hits, damage, saves, etc. in the worst application of the -/+ on the dice—all radiate a dim evil force.
Coffer #5	None, but locked	39 base 1,000 g.p. gems underneath a layer of 266 base 10 g.p. gems, topped by 500 1 g.p. gems of good size and fine appearance.

These locks cannot be picked by thieves and must be opened by "bending bars" or **knock** or **magic missile** spell.



10. ARSENAL COMPLEX: 2 fire giant guards (H.P.: 60, 57) are always at the ready here. If summoned or attacked, they bring the chimera at 11., if they can. Each has a spear, sword, and 3 throwing rocks at hand. There are torches to provide light and a bench in the place.

A. This wing contains 30 huge swords, 2 ballistae, 44 spears, 18 throwing hammers, 6 maces, 9 great axes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears is a **longbow +1** and a quiver of 20 **arrows +1.**

B. This wing contains another supply of stones for use as missiles, 11 massive clubs, 17 fire giant helmets, 3 chain shirts, and 17 studded leather jacks — all armor for giants, of course. There are also 17 giant-sized shields here; one is a **shield of missile attraction -2.** 8 big barrels of oil are stored at the southern end of the place.

11. CHIMERA PEN: The fire giants keep a large (H.P.: 55) chimera here. This creature will attack on sight, as it hates everyone except fire giants. It has no treasure.

12. ADVISORS' CHAMBER: 8 gnoll servants/bodyguards (H.P.: 15, 14, 13, 2x12, 2x11, 10) are lounging here, for they obey only the commands of the Advisor or the King or Queen. The chamber contains a mixture of small, medium, and large furniture. There is a small table, a plush chair with a footstool, and a couch in small size. There is a long table, 2 benches, 2 chairs, and 12 chests sized for man-like creatures. There are 4 huge chairs, a table, and a footstool sized for giants. There are rugs on the floor, tapestries on the walls, and bronze cressets with flaming torches. The chests contain the bedrolls, personal gear, and 200 to 800 g.p. treasure of each gnoll — chests #3, #8, #10, and #12 contain bottles of wine and spirits and are locked. The Advisor is a grossly fat but very strong and quite fast renegade mountain dwarf, one Obmi. He is in his spartan study, room A:

A: Obmi (H.P.: 79; Strength 18/94, Intelligence 18, Wisdom 18, Dexterity 16, Constitution 17, Charisma 16 (18); fighter/thief of level 9/11) is herein at work on the problems besetting his King. He has been Snurre's advisor for 25 years, spending 5 years as a slave before that. He is armed only with a dagger hidden in his boot, hard at work on several scrolls on the plain wooden desk in the room. There is a case against the north wall which contains various maps, scrolls, etc., all written in fire giant or dwarvish. He uses a plain wooden box as a footstool, and it seemingly holds old clothes of his, but in a false bottom are hidden gems whose base values are: 2 5,000 g.p., 8 1,000 g.p., 23 500 g.p., 41 100 g.p., and 18 50 g.p. Also in the cell is a rude wooden pallet he uses to rest on. Note: The door to this study appears to be locked from the outside. (Obmi is very clever...) He has a peep hole, and if he sees intruders who are winning he will yell for them to help him. The dwarf will claim the giants have held him — a prince — captive for 10 years, trying to trick information out of him, or to subvert his loyalty to dwarfdom, when torture failed. He will further claim that several humans in black robes aid the giants in their questioning. Finally, he will ask to be allowed his armor and weapons in order to gain sweet revenge upon Snurre, for he knows exactly where the King will be! If worst comes to worst, Obmi will bolt for room B. and bar the door.

B: Obmi's Chamber: Here he has a soft bed, a small stand, a table and chair, a cabinet, 2 iron chests, an arming rack, and stores of food and ale. His **armor +2** and **shield +2** are laid out on a rack near the door, and his **axe +1** and **hammer +3** are on the wall above. Underneath the armor are his **gauntlets of ogre power** (+6 on h.p. of damage he inflicts, +2 on his striking ability). His **ring of invisibility** is on the small stand near his bed. Chest #1 contains 8,493 g.p. Chest #2 holds 904 p.p. and a silver ewer and silver bowl, each set with 9 base 100 g.p. and 3 base 500 g.p. gems (value 3,000 g.p. each as jewelry). Upon entering the room he will palm the ring, don the armor, put on the gauntlets, thong the axe to his belt, heft the hammer, and hold the shield. At first opportunity he will attack the party and raise a hue and cry for help, but he will do so only when he knows help will be able to come. He knows a bit about the Drow, and he will bargain that, or anything else, to save his life. If faced with no quarter to be given, he will fight to the very end.

13. COUNCIL ROOM: The King and his council meet here, but the place is now empty. There is a long table and 5 great chairs around it. Against one wall is a stepped platform with a small chair beside it. There are hides covering parts of the polished black floor, and rude tapestries adorn the walls. There are several torches in the room, but none are lit.

A. Alcove: Within is a table with a flat chest upon it. If the chest is lifted or moved, 6 poisoned arrows shoot from the north wall, striking at the same hit probability as fire giants have, and inflicting 2-8 h.p. of damage. The arrows strike the south wall and shatter if they miss interposing creatures. The chest is locked and full of stones. There is a map of the area hanging on the wall. There are large chests against both the north and south walls, the northern one filled with 8,438 s.p., the southern one with 4,188 g.p. and 6 bone batons with runes of fire giant upon them. Each is a pass saying: "OFFICIAL BUSINESS ON BEHALF OF KING SNURRE THE FEARSOME". Both chests are locked, of course.

B. Alcove: 4 extra chairs are stored here, and a huge cabinet holds 83 scrolls and 367 pieces of paper or parchment. Most are worthless, but the 68th scroll tube contains a set of instructions for the King, telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre-magi, cloud giants, and any other creatures for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from "Drow". It is signed "Eclavdra". The papers are message copies to and replies from various types of giants and others already mentioned above. One says: "The fire giant of stone left and left elbow," in dwarvish.

14. DOOR GUARD: 2 fire giants with swords stand guard here at all times. Each has 58 hit points.

15. KITCHEN: The place is typically filled with busy workers: 1 fire giant matron (H.P.: 60, fights as a male) who is huge and fat, 4 fire giantess servants (H.P.: 44, 40, 39, 37) and 12 gnoll thralls (H.P.: 14, 12, 3x11, 2x10, 4x9, 8). There are benches, counters, a table, several stools, 3 cupboards, various bins and barrels, and miscellaneous kitchen gear around the place. The area to the east is a natural fire pit, where flaming gases are used to roast whole creatures. The circle to the northwest indicates where a 6' diameter chute goes down to the lava pool on level #2. It is slippery and greasy from garbage, and it empties 2' above the lava. The servants and gnolls will fight only under the direction of the matron.

16. STORAGE CHAMBER: This place is jammed full of barrels of ale and mead, boxes, sacks, hampers, smoked sides of meat, smoked fish, cheeses, sausages, etc. There are smaller boxes of salt, and spices (worthless hot peppers) in a copper container. There are tuns of wine and casks of beer near the door. Heaps of hard bread are everywhere.

17. GUEST CHAMBER: The doors to this room are closed on the outside by a great bar, as King Snurre does not fully trust the 3 rakshasas (H.P.: 40, 39, 36) who are the "guests" therein. Naturally, the party entering will see the three creatures as trusted friends and associates. There are 4 beds, 2 tables, 2 chairs, 2 stools, 2 wardrobes, 3 chests, and 1 **foot stool** (in reality a chest with an **illusion** cast upon it), rugs, tapestries, and flaming torches in the place. There is no apparent treasure in the place, but each rakshasa carries 100 to 400 g.p. and 2 to 12 100 g.p. base value gems. The disguised chest

holds a jeweled sceptre worth 10,000 g.p., 4 potions **(extra-healing, undead control, ESP,** and **invulnerability),** and a scroll of 5 cleric spells **(detect lie, true seeing, continual darkness, cure critical wounds,** and **symbol of persuasion).**

18. BARRACKS: Currently only 6 fire giants (H.P.: 62, 59, 57, 54, 53, 50) are housed here. They typically lounge around sharpening weapons and telling lies about their amatory prowess. There are 8 cots, 8 stools, and 8 hampers in the place. Each cot is heaped with skins. The hampers contain the giants' personal gear. Pegs on the walls hold their bags and cloaks. There are 5 clubs, 3 axes, 6 spears, and 8 shields scattered about. The place is lit by flaming gas jets. There is no treasure around, but one of the clubs is hollowed out to hold the "boys" party fund: 149 p.p., 271 g.p., 160 e.p., 233 s.p., 184 c.p., and 31 100 g.p. gems.

19. GIANTESS' QUARTERS: 8 fire giantesses (H.P.: 45, 43, 3x41, 2x40, 38). This torchlit chamber has 12 cots, 8 stools, 8 boxes, a table, a bench, and pegs with various garments and the like. Each giantess wears 1 to 3 pieces of silver jewelry worth 100 to 400 g.p. each, but worth only 1/10th value if harmed.

20. COMMUNAL QUARTERS: 5 giantesses (H.P.: 50, 47, 43, 41, 39) care for 15 young giants and giantesses (H.P.: 33, 31, 2x30, 28, 27, 2x26, 2x25, 22, 21, 19, 17, 16). All have weapons (kids' toys for the youngsters) and will fight. There are 6 cots and 12 bunks along the walls. In each wing is a bench, 3 chairs, 6 stools, 1 long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears 1-3 pieces worth 200-800 g.p. each, 1/10th value if harmed.

21. ENTRY HALL TO THE KENNELS: 6 young hell hounds (5 dice; H.P.: 30, 27, 26, 24, 22, 21) scuffle and play hereabouts. They are part of the pack at 22, and will flee to there by the safest route if threatened.

22. KENNEL CHAMBER: 4 large (7 dice; H.P.: 47, 45, 42, 40), and 2 medium (6 dice; H.P.: 37, 34) hell hounds are here. If the young at 21, are attacked and yelp, the six beasts will split into two groups, half circling southwest, the other half circling south and then west. They love their handler at 23. No treasure.

23. KENNEL KEEPER'S QUARTERS: Here dwells the Keeper and his wife (H.P.: 68, 59). These fire giants will rush to the aid of their charges if they hear a commotion outside. Each has a sword and club. (The Keeper's wife fights as a male due to her size and strength, the Keeper fights at +1 to hit and +3 damage). Their chamber contains a large bed, a table, 2 chairs, a bench, a chest, a cabinet, 3 barrels (beer and ale), 2 buckets, and a crate (dried meat for the hounds). There are torches burning. Pegs hold wearing apparel and 2 bags. The second bucket has a false bottom which holds 199 p.p. and 68 50 g.p. base value gems. There is a shield, axe, and 4 **javelins of lightning** on the wall to the north. There are hides and pelts on the floor and walls. A number of skins and furs are heaped on the bed and bench. One of the 6 on the bench is a hell hound hide which allows the wearer to appear to all observers as a hell hound and if it is worn for 3 full turns the wearer gains the abilities of a 7 dice hell hound. If it is worn for 8 consecutive hours, the wearer becomes a true hell hound, and remains such forever. This magical pelt is used to wrap a **cursed sword -2.** There are 3 other hell hound hides in the chamber, all quite normal.

24. GUARD POST: 2 fire giants are on duty here at all times. Each has 59 hit points, is armed with sword and spear, and has 4 boulders nearby. An iron cylinder near the north wall is struck to sound the alarm if intruders are seen.

25. BARRACKS: 8 fire giants (H.P.: 73, 65, 58, 56, 2x55, 54, 51) loafing and gaming. There are 10 cots, 10 chests, a table, 2 benches, 4 stools, and a large wardrobe about the place. There are several pegs here and there, and they hold cloaks, capes, shields, and 5 bags. There are only worthless giant items in the chests and other containers. The guards here have swords and spears. The largest fights with a **battle axe +3** (man-sized) after throwing his spear. There are also 21 boulders in the place. The easternmost of the three pillars has a secret door and contains 7,842 g.p. and 3 pieces of gem-studded jewelry worth 1,000 to 8,000 g.p. each.

KEY TO LEVEL #2

Wandering Monsters:

Encounter occurs 1 in 10 (d10), check each turn.

1. 2 fire giants and 2 fire giantesses
2. 2 trolls escorting 3 hill, 2 stone, or 2 frost giants
3. 4 trolls with 4-16 gnolls (armed)
4. Draw fighter—magic-user (7—7) with 2-8 wererats

Encounter Areas:

1. HALL OF DEAD KINGS: This dark hall contains 20 huge sarcophagi (lettered A-T) standing upright along the walls, and 4 even larger ones (letter U-X) lay upon the floor. Those upon the floor are of stone, and U and V have stone likenesses of fire giants carved upon their lids, while W and X are blank. Those that line the walls are stone (A, B, C, F, G, H, J, O, P, Q), iron (D, E), bronze (I, K, L, M, N, R), and brass (S, T). All of them bear likenesses of fire giant kings and queens (13 and 11 respectively). Examination will reveal that these burial vaults contain only the remains of the king or queen, moldering garments, a few corroded weapons, and similar things. (Wererat grave robbers have taken anything of value long ago.) The secret tunnel in the southeast corner is about 2' diameter. It twists and turns so that any person using it will lose all sense of direction. It exists on level #3 at area 2.

2. ETTIN GUARDS' CHAMBER: 4 ettins (H.P.: 53, 49, 48, 46), who are not on duty but generally serve as guards at level #1, location 22 are asleep and the other 2 are quite alert. Each is armed with **morning star** (+1) and spear, although those sleeping have their weapons to the side. The chamber has a rude table, a bench, 2 stools and 4 cots. Torches light up the place. There are 9 pegs holding clothing and 6 bags. In the far corner is a hamper with 6 sacks of coppers, each sack holding 5,100 to 5,800. This is the ettins' accumulated pay...

3. VISITORS' CHAMBER: This room houses 4 stone giants (H.P.: 47, 45, 44, 40) who have been working for the King as engineers. Each has a club, and there are also 11 boulders in the place. The room is torchlit and contains 4 cots, 4 stools, 4 lockers, a table, a big barrel of beer, and pegs holding clothing and 4 sacks. A haunch of meat is on the table along with various mugs and platters of tin. Each giant has 1,000 to 4,000 g.p. and 3-12 base 100 g.p. gems.

4. STORAGE ROOM: This area has been cleaned out to serve as quarters for either 5 hill giants (H.P.: 46, 40, 38, 37, 36) club armed, or the hill giant Chief (H.P.: 64, AC 2; fights as a frost giant), his wife (H.P.: 41; fights as a male hill giant), and 1 or 2 cave bears (H.P.: 42 for the Chief's bear, 35 for his wife's) if they survived. In the former case the room will have 5 heaps of skins for bedding, a table, 2 benches, and 2 chests. In the latter case the place will have 2 cots, 2 trunks, a chain, 2 stools, a table, and a coffer. Usual hill giants will have only 200 to 1,200 g.p. each. The Chief will have brought along whatever he could salvage and carry here. In any case, the room is illuminated by 4 torches set in wall cressets.

5. COMMUNITY QUARTERS CHAMBER: In this large area are housed the following fire giants — 1 "sergeant" (H.P.: 66), 3 other males (H.P.: 60, 58, 55), 6 females (H.P.: 53, 50, 47, 44, 41, 40), and 8 young (H.P.: 37, 36, 33, 28, 25, 23, 20, 17). There are 2 large beds, 5 cots, 7 bunks, 2 large cabinets, 2 tables, 4 chairs, 4 stools, 3 buckets, 4 chests, 6 hampers, a crate, and 3 small boxes here and there. There are torches on the walls as well as pegs holding clothing and 7 bags. Miscellaneous gear, eating utensils, and odds and ends are scattered about the place, too. Each male has 200 to 400 g.p. in his bag, and the females have 100 to 300 g.p. each hidden in their personal areas. All are armed with various weapons, even the young, and there are 20 throwing rocks in the chamber.

6. SMITHY: You might wish to announce that a hammering, obviously of metal, occasionally is heard in this area. In any event, the hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy. A knotty-limbed, burly fire giant (H.P.: 70) is working here. He is the weapon and iron smith. His exceptional strength gives him +2 to hit and +4 h.p. damage. The molten lava is used to heat the items he works. With him are 2 trolls (H.P.: 40, 38) who serve as his assistants. About him are 3 giant swords, some various pieces of armor and several axe and spear heads. He is fashioning a special **mace** (1 to 12/1 to 8 versus man-sized/larger opponents), one of black metal which is a +4 magical weapon he is merely doing a bit of repair work on. If he is attacked, there is a 2 in 6 chance per melee round that he will toss the mace into the lava bed and destroy it if the encounter is going against him.

7. TORTURE CHAMBER: The steps lead down to this cluttered room with a 50' ceiling (which enables even very tall victims to be hung in chains well above the floor). Vision range is 15'. The King's Torturer (H.P.: 59) and the Royal Headsman (H.P.: 63) are playing knucklebones with stakes of 7 pieces of jewelry (1,000 to 4,000 g.p. value each), and 2 piles of gems (totalling 68 base 10 g.p. and 39 base 50 g.p.). The Headsman has his gigantic axe at hand—a +2 weapon only when a creature at least as strong and massive as he is employs it. If he hits with a natural 20, he severs an arm (1 or 2), a leg (3), or a head (4, 5, or 6). Damage from the weapon is 12 to 42 (10d4+2 weapon only) hit points. The Torturer has a sword nearby. If both are meleed, they will react as follows: The Torturer will grab his opponent and attempt to throw him or her into the *iron maiden* (position shown by a circle A) and slam it shut (causing 10 to 100 hit points of damage to the victim and trapping him or her therein until released). This requires a "to hit" score success (which indicates that the grab and hurl score were successful) plus another successful "to hit" score, this time at +4, to slam the device shut. If the Headsman is closely pressed he will grab and toss his opponent down the well (position shown by a circled letter B), thus inflicting 9d6 of damage (but modified by discarding all 6s rolled, as the water 90' below breaks the fall, so actual damage will range from 0 to 45) and trapping the victim, possibly to drown. The Headsman requires only a "to hit" success to do this. The Torturer will likewise follow this course of attacking, tossing as many victims as possible down the well until the room is cleared of opponents. The Headsman will generally use his axe. The stairway and the torture chamber are lit by torches. The chamber contains a large rack, a smaller one, and 5 other pieces of appropriate equipment, in addition to the iron maiden and well. Various chains, bats, irons, whips, ropes, wires, and the like are festooned about it. A table, 2 chairs, a stool, and a large barrel of ale complete the picture.

CELLS: All cells are indicated by a "C" preceded by the cell number. "G" is the guardroom for the cell complex. Cells have rings set in the walls, chains, buckets, and straw heaps.

1c. Elven female for sacrifice in the Temple. She is of highly noble birth and will send her rescuers 10,000 g.p., 20 **arrows** +1, an **arrow of giant slaying,** and a set of **cloak and boots of elvenkind** if she escapes. The reward will come from 1 to 2 months after she leaves to return home.

2c. 8 male elves meant for sacrifice in the Temple. They are normal elves only.

3c. Merchant being held for ransom. He is a normal human, and he cannot pay.

4c. Empty cell. There is a one-way invisible door at the back of this cell which opens only with a key held by the Drow at 12.

5c. 2 noble centaurs (H.P.: 30, 27) imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them.

6c. Empty cell.

7c. 3 gnolls being punished for insubordination, 1 is dead.

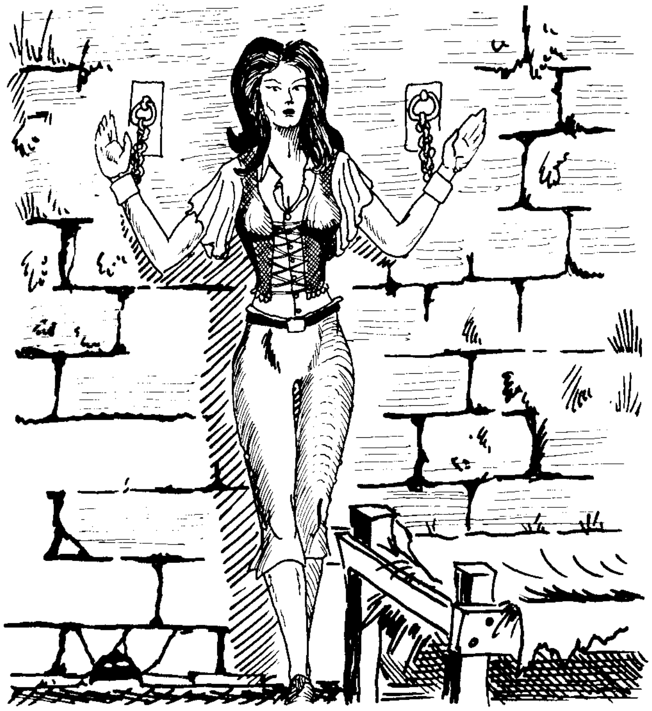
8c. Empty cell.

9c. Troll (H.P.: 36) being used for torture practice, as it was disliked and caused trouble. It is mindless and enraged, so it will attack instantly if given a chance, but it otherwise sits motionless. It hits with a +1 bonus for both attack probability and damage.

10c. 7 gnolls (H.P.: 14, 2 x 13, 12, 2 x 11, 9) caught stealing gold. They will not help any creature and if freed they will simply run away as fast as possible.

11c. 2 human skeletons.

12c. Human female (11th level thief: H.P.: 61; Strength 15, Intelligence 15, Wisdom 8, Dexterity 18, Constitution 16, Charisma 17) chained to the wall. She will gladly admit to being a thief caught trying to find the King's treasure room, and volunteer to aid the party faithfully for a chance to escape. If opportunity presents itself, she will heist as much in gems and magic as she can and then slip away, but until then she will actually help the party. Of course, during this time she will be casing each character to learn what he or she carries. . . .



13c. Fire giant (H.P.: 82) hanging in chains as punishment for failing to be properly deferential to Snurre. He is Boldo, the King's chief lieutenant, and he will do anything to get back into Snurre's favor. So he will happily lie to the party and tell them he is here because he tried to prevent Snurre from taking his current hostile course, and if he is freed he can get several other fire giants to aid them in overthrowing and slaying the King. Boldo will betray them at his earliest opportunity. He is quite bright, and he will not be rash.

14c. Titan: This unfortunate is chained and drugged. He has 20 hit dice (126 hit points), is AC-1, and strikes for 7-42 hit points of damage per attack. He is able to employ spells up to 6th level clerical. If he were aware, he would help any party to destroy the inhabitants of this place, although he would certainly not mind seeing evil characters in any party die also. Only a **neutralize poison** spell will remove the drug from his system before 12 hours time (when it will be naturally eliminated).

G. GUARD ROOM: 1 fire giant (H.P.: 58) and 3 wererats (H.P.: 22, 19, 18) in man-form are conversing here. The giant has his sword, a spear, and 2 boulders nearby. Each wererat has a +1 short sword (no alignment, abilities, etc.; these are black metal Drow-made weapons which are simply very hard and very sharp) and dagger. The room is torchlit, and in it are a table, chair, stool, bench, and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys to the cells, and a shirt. Keg #1 holds small beer, #2 holds water, and #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan with a mere quart or so . . .).There is a loose stone in the floor to the east of the door. It hides a cache of 321 e.p., 608 g.p., and 212 p.p. The guard wears a brooch on his cloak which is set with 6 50 g.p. base value gems around 1 of 500 g.p. base value. (He knows nothing of the secret tunnel to area 8.) If the encounter seems to be unfavorable, the wererats will turn into rats and escape down the drain at X in the room, thus alerting the Drow of the party. It this happens, the Drow will never be surprised by the party. The secret door to the east opens into a passage about 1' wide and 1½' high. It is rough, and a man in armor could not hope to pass along its length. Even a halfling would have to worm down it.

8. SECRET ROOM: This place is pitch dark and is the lair of 7 wererats (H.P.: 24, 21, 19, 18, 16, 15, 14) armed in the same manner as those in the guardroom above. The strongest has poison on his dagger, and #3 and #7 use it on their swords. They will always attack by either *surprise* (1-3) or *complete surprise* (4-6). If the encounter is going badly, survivors will flee down the stairway to level #3, area 15, and warn the Drow (cf. the wererat action in the guardroom). In the secret room are 3 very heavy iron chests, all locked, and each has a poisoned needle in the latch which hits on a 12 or better. Chest #1 holds 7 pieces of 1,000 to 4,000 g.p. jewelry, 9 pieces of 1,000 to 10,000 g.p. jewelry, and 3,200 g.p. Chest #2 contains a **poison** potion, 8,000 g.p., and a scroll of **protection from lycanthropes.** Chest #3 fires 2 poisoned darts upwards when the lid is opened, the darts hitting AC 10 on a 6 or better, and the poison being such that saves are made at -1. The chest is empty, but an inscription covered by **invisibility** is written inside the lid, and it shows where a stone in the stairs down can be removed to reveal a **ring of shooting stars,** a **rod of cancellation,** a scroll of 7 cleric spells (determine at random), and 6 potions **(healing, diminution,** plus randomly determined). A very well-hidden secret compartment in the lid of the box holding the potions holds **pipes of the sewers.**

9.-11. TEMPLE OF THE EYE: Note the **illusion walls** which screen this area. This place is illuminated by a strange swirling light which seems to be part of the very air of the place. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of rusty purple motes and lavender rays. Globs of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, 50' at the lowest, and well over 65' where it vaults upwards.

9. Giants' Worship Area: Each pillar radiates a sense of **unease and insecurity** (simulate this by making players uneasy in whatever way you find best' in a 5' radius. The wall to the west is a mural showing giants bowing to a cairn of black offering sacrifices, giving gifts, etc. The floor on this side of the column in the center is of porphyry, the pillars of serpentine, and their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific, showing human and giant sacrifice near the altar (north) end.

10. Servants' & Thralls' Worship Area: The polished floor of red and black hornblende seems to flow between the

obsidian pillars which close off this area. Each of these pillars radiates mild **fear** in a 2' radius, and if one is touched, the creature contacting it must actually save versus **fear** or run away in absolute panic. Passing between 2 pillars causes the creature to receive 2-8 h.p. electrical damage, or double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with 10 hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, etc. amongst the crowd. Those near the monsters are being torn apart and the bloody gobbets eaten as dainty morsels. There are 3 of these ghastly things, mottled in various shades and tints of purple and violet.

11. Priest's Area: The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a Y enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which depend 9 silver cylinders. (These chime tubes are hollow and are worth 1,000 g.p. each.)

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are 2 sets of 3 candelabra, each candelabrum having 3 branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavender and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier.

If the altar stone is touched by living flesh or hit, it will begin to fade in color, and in 3 rounds it will become a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus transformed will paralyze a creature touching it for 5 to 20 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is changed, a glowing golden eye will swim into view from the stone's writhing center. All creatures seeing the eye must roll on the table below (d 12) to learn their fate:

1. death
2. insanity*
3. rage (attack own party*)
4. fright and weakness (50% strength loss)*
5. age 1 to 20 years

6.-12. no effect (looked away in time)

*cured by a **remove curse** spell

If the 3 tentacle rods (see area 12. hereafter) are present when the eye appears, however, and the braziers are lit, the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle will come OUT of the altar and grab the nearest living creature, draw it INTO the stone, and whatever it was will be totally gone, destroyed. The altar will return to its dead state, and atop of it will be the thing most wished for by the party — or something which will enable them to attain the end or state they most desire. If a second summoning of this Elder Elemental God is made within the same day, it will act as follows (d 12):

1. Seize and devour 1-4 more creatures and then not grant any desires
2. Strike everyone present totally blind and then not grant any desires
3. Raise the ability score of each character present by 1 in each category and take no sacrifice

4.-12. Ignore the whole thing

The large pillar to the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair are touched, the creature touching them will be transported to level #3, area 18. (You should devise the 24 glyphs upon this pillar and select which 2 are the trigger mechanism.)

12. DROW CLERICS' AREA: The entrance is protected by a powerful magic spell, a **Wall of Tentacles.** It appears as rough brown-purple stone. This **Wall'** will require 200 hit points of damage to destroy, it is AC -2, and can only be harmed by magic weapons or the following spells: **dispel magic** removes 50 of its h.p. strength), **disintegrate** (destroys 100 h.p. of its strength), or clerical **symbol (of persuasion)** which allows all those of the same alignment as the cleric who cast it, and the spell caster as well, to pass unharmed through the **Wall of Tentacles.** The **Wall'** has 20 tentacles, each of 20' length which strike as 10 hit dice monsters and inflict 1 to 20 points of abrasion and constriction damage. Up to 4 can strike one creature at the same time. The wall also has 2 beaks which attack as 10 hit dice creatures and do 1 to 10 hit points of damage and are poisonous. Drow can freely pass through it. If any other creature touches the **Wall',** it will grasp it and set off a hissing and champing noise to alert the occupants of the chamber beyond it. If the thing is forceably attacked and damaged, it will then flail out with its tentacles and inflict damage. If it is damaged so as to be less than 100 hit points strength, or if it is attacked by any type of spell or spell-like magic (such as a wand attack) it will generate **darkness, 20' radius,** and begin biting with its beaks if any creature comes or is brought close enough. (Note that the dark is only on the outside of the **Wall'**.).

The inner chamber is lit by sconces with the same non-self-consuming black candles as are in the Temple, so the illumination is dim and eerie. The walls are hung with purple cloth, and the floor is thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with orange, gold, lilac, and mauve. There are 3 Drow herein, each of whom will be detailed hereafter. The antechamber is the quarters of 2 lesser priests. In it are 2 low black couches, each inlaid with silver. To one side is a round table and 2 arm chairs. At the foot of each couch is a low table with a basin and ewer of jasper (3,000 g.p. value per set). There are small stools and enameled coffers also. 2 chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments — 2 black underrobes, 2 mauve cassocks, and caps and sashes of black with mauve embroidering. Coffer#1 holds a scroll with a cleric spell **(word of recall)** and 3 bars of black metal (adamantite worth 3,500 gold pieces each) which weigh 100 g.p. apiece. Coffer#2 contains 100 of each type of coin, each type in its own black leather pouch, and a pouch of 100 base 50 g.p. gems. A copper brazier near the door gives off an incense smoke which is sweet, cloying, decayed-smelling, disgusting, and euphoric all at once.

The inner room is the sanctuary of the priestess. It is candle-illuminated, although two small braziers of black and silver are burning also. The walls here have certain tapestries of suggestive (or lewd) nature. The furnishings include a large bed, 2 small tables, 3 coffers, a buffet, a cabinet, a large wardrobe, 2 divans with a low chest between them, a dressing table and chair, a large silver mirror (worth 500 g.p.), 2 hampers and 2 chests. All furnishings are of ebony or black stone. Silver inlay is usual. The wardrobe holds various garments and the priestess' vestments of mauve, black, and plum, stitched with gold. This garment is set with 10 violet garnets (500 g.p. each), 10 topazes (500 g.p. each), 10 black opals (1,000 g.p. each), and 10 oriental amethysts (1,000 g.p. each). (All stones are shown at base value.) Note that it is covered with a plain black wrapper to protect it. On the dressing table are 2 combs, a brush, 4 pins, and 10 unguent and cosmetic jars. These items are of onyx and silver, set with tiny gems. Each is worth 200 to 800 g.p. The chests and hampers hold her personal effects. The buffet and cabinet hold eating utensils, jars of spiritous liquors, tableware, etc. A coffer on the low chest between the divans has a poison gas trap (fills the whole area) and contains a scroll of 3 spells **(gate, unholy word, restoration).** A coffer near her bed contains 6 potions **(poison, fire giant control, human control, philter of love, polymorph (self), philter of persuasiveness).** Beside her bed on a small table is an ewer, basin, and goblet made from lapis-lazuli (each is worth 5,000 g.p.). A small screen of ebony, inlaid with amber (worth 1,500 g.p.) sets off a dressing area in the southeast corner near the wardrobe, where a low-backed chair stands with a gown thrown over it. (This effectively hides the use of the secret door.)

The Drow clerics in this chamber are:

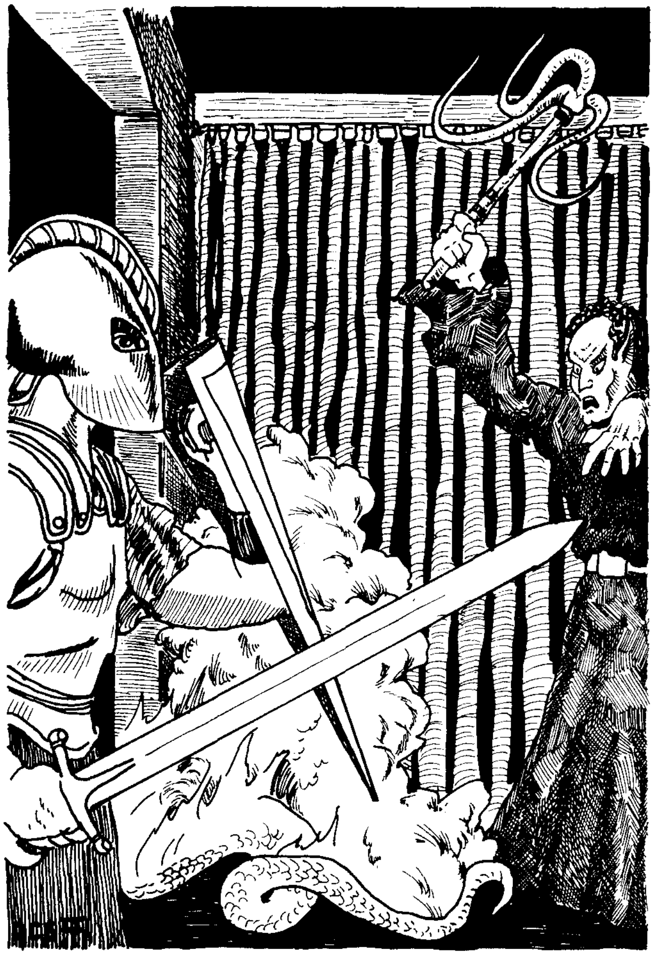
CURATE #1: (4th level; H.P.: 24; Strength 9, Intelligence 17, Wisdom 16, Dexterity 16, Constitution 15, Charisma 15; AC 0 = +1 shield, +1 chainmail, and +2 dexterity bonus.) This male Drow is clad in black with violet trim. He is armed with a **lesser tentacle rod,** 4' long, with 3 tentacles of rubbery purple substance. When the cleric strikes at an opponent with this rod, each of the arms attacks as a 3 hit dice monster, +3 bonus, and causes 3 hit points of damage. If all 3 strike successfully, the victim suffers double damage (18 h.p.) and is slowed for 9 rounds. It is activated by the ring worn by the cleric. (The ring is of hematite with a rune carved on it and is worth 500 g.p.) He has the following spells:

First Level: **cause light wounds, darkness, fear, fear, resist cold**
Second Level: **chant, hold person, silence (15' r.), snake charm**

CURATE #2: (4th level; H.P.: 24; Strength 10, Intelligence 12, Wisdom 16, Dexterity 17, Constitution 10, Charisma 15; AC -1 = +1 shield, +1 chainmail, and +3 dexterity bonus.) This male Drow also has a ring and **lesser tentacle rod,** but this rod has arms of more reddish color and 3 simultaneous hits causes total weakness in either the right or left arm, making that member useless for 9 rounds. It is otherwise like the other of its kind. His robe of black has pale green trim. The spells he has prepared are:

First Level: **cause light wounds, cause light wounds, fear, curse, resist cold**
Second Level: **chant, hold person, hold person, silence (15' r.)**

EHP'SS: This strangely attractive female is dressed in silver-embroidered black garments, with a small black metal cap which allows her silver hair to float free. She is Eclavdra (10th level cleric/fighter; H.P.: 60, Wisdom 17, Dexterity 18, Constitution 10, Charisma 18; Armor Class -8 = +3 shield, +5 chainmail, and +4 dexterity bonus), the one who fomented all of the trouble. She has a +4 mace on her belt. She wears a ring of amber set with an amethyst (2,500 g.p.) to control her **great tentacle rod** of 6 violet arms which strike as 6 hit dice monsters, +6 bonus "to hit", and inflict 6 h.p. of damage per hit. If 3 hit simultaneously, the victim is **numbed** and strikes at -4 on attacks for 3 rounds, and if all 6 hit simultaneously the victim loses 1 point of dexterity, permanently, in addition to being **numbed** for 6 rounds. She has these spells:



First Level: **cause light wounds, curse, darkness, fear, resist cold (x2)**
Second Level: **hold person, hold person, know alignment, silence (15' r.), silence (15' r.), silence (15' r.)**
Third Level: **blindness, dispel magic, prayer, disease**
Fourth Level: **cause serious wounds, cure serious wounds, poison**
Fifth Level: **flame strike, true seeing**

In addition, all of the Drow can employ the following spells once per day:

dancing lights, faerie fire, darkness, detect magic, know alignment, levitate

The EHP'SS is also able to use these spells once per day:

clairvoyance, detect lie, suggestion, dispel magic

These Drow clerics speak all of the giant tongues, and troll and gnoll as well.

13. GUEST CHAMBER: 6 frost giants (H.P.: 61, 59, 58, 55, 52, 49) who are messengers from the Jarl will be here unless the Jarl and his wife survived the adventure in their area. If the Jarl and his wife (H.P.: 80, 70; AC 1, AC 4) are here, he fights as a cloud giant +4, she as a fire giant, and there will be but 2 of the others in the chamber to serve as guards near the door. The place is only dimly lit by a few torches. There are 8 cots, a long table, 2 benches, 2 chairs, 3 stools, 2 buckets, 6 chests, a large box, and a cabinet in the room. There are hides on the floors and pelts on the cots. Pegs hold clothing and several bags (2-5). Each giant has 100 to 400 g.p. The Jarl will have whatever loot he managed to salvage from his stronghold.
14. GUEST CHAMBER: 2 cloud giants (H.P.: 78, 64), a noble and his lady(?) from the Ulsprue Mountains, have come to hear King Snurre tell why his warfare will profit them, and make them more powerful. The giants have 2 spotted lions (H.P.: 34, 30) as watch-animals at the door. The male has a ring coat (AC 1) and both have great morning stars and throwing boulders nearby. The female wears a thick fur garment which makes her AC 2. The chamber contains 2 very large beds, 2 wardrobes, 2 small tables, a large table, 2 chairs, 2 stools, 2 buckets, a cabinet, a bench, and 4 chests. There are tapestries on the walls, rugs and hides on the floor, and furs on the beds. The place is torchlit. On the small table near the bed to the south is a platinum box set with moonstones and sunstones (value 5,000 g.p.). It holds 78 100 g.p. base value gems, a present to them from the King.

15. TROLLS' CHAMBER: 18 troll guards (H.P.: 41, 37, 3x36, 35 2x34, 33, 31, 3x30, 29, 28, 26, 24, 22) nest here. 4 of their number stay in the north passage, and 4 stay in the passage south. Each of their positions is shown by an X. The other 10 monsters remain in the large room. Each has a heap of sticks, bones, hide and skin scraps, and other nauseous material. Each has 10 to 100g.p. hidden in their nest. There are dozens of various pole arms, morning stars, and swords heaped in the middle of the room. These are to arm the gnolls.
16. THRALL PEN: 42 unarmed gnolls (assume each will take 10 hit points) dwell here. Each has a heap of straw and a hide cover. Although not free, they will never help humans for any reason. They will gladly arm to fight intruders if given the chance.
17. THRALL PEN: 28 unarmed gnolls (assume 12 hit points each) dwell here. See 16. for details.

KEY TO LEVEL #3

Referee's Notes: Level #3 is all natural, the tunnels and caverns showing no marks of being hollowed out except for the entranceway to the level from above and where the exit from the level is (beyond the River of Lava in the northwest corner). The areas of the level are dark and still. Only a few are lit— such as the lava cavern and where the fire giants have gathered at area 5. All passages are at least 15' high, small caves are 20' or so from floor to ceiling vault, and large caverns are anywhere from 25' to 75' high (areas 7. and 19. - 20. should be treated as among the highest). A few patches of phosphorescent growth can be added — the light making it possible to see movement across it but not sufficient to illuminate an area. If the party were to remain still, they might hear water dripping and perhaps a far distant echoing of stone striking stone — but only a singular occurrence. As is usual with natural areas, do not worry overmuch about describing direction of passages and walls of caves and caverns, let alone size and shape. Primitive mapping techniques under stress conditions would develop just about the same sort of chart as your players will when they explore this level . . . wretched, but sufficient to get from place to place. If they have made it this far, they do not need any help from the DM!

Wandering Monsters:

Encounters occur 1 in 12 (d 12), check each turn.

1. 3-12 wandering trolls
2. 2 fire giants and 2 hell hounds patrolling
3. 4 Drow watchers, 3 in 4 to pass the party unseen (1 fighter/magic-user of 7th/6th level and 3 2nd level fighters, all armed and equipped as is usual for Drow here).

Encounter Areas.

1. CAVERN: 3 ropers (H.P.: 60, 48, 39) of 12, 11, and 10 hit dice respectively dwell here and conceal themselves amongst the natural stalagmite formations. They will be 75% likely to wait until prey is towards the center of the area before attacking. Each has 1 base value 100 g.p. gem per hit die in its internal digestive organ. Note that the cavern is fairly colorful, having many reddish, pale yellow, and shining blue-gray rock formations which glisten in the light of torches or lanterns.

2. GLOWING CAVE: This small offshoot of the cavern which runs north and south is filled with luminous plant growth and contains 12 hungry fire beetles (H.P.: 2x10, 9, 8, 3x7, 2x6, 2x5, 4). 1 to 4 of their number will be on the ceiling and drop upon any creatures entering their lair, always surprising them unless 1 or more of the party is looking upwards. These creatures served as a source of gifts for the frost giants in the past. They have no treasure.

3. CAVERN: As the long cavern hooks eastward and terminates, it provides a lair for 2 large fire lizards (H.P.: 66, 54), a mated pair of *false dragons* with a clutch of 3 eggs. Both are quite old and their skins are reddish gray with large mottlings of red orange, so at first glance they are 80% likely to be mistaken for red dragons. Their nest has several dozen shiny rocks, but none are gems.

4. CAVE: 4 hell hounds (H.P.: 41, 38, 35, 30) of 7 hit dice are on guard here. They will give voice if they detect any intruder. No treasure is here.

5. CAVERN: 8 fire giants (H.P.: 63, 62, 59, 57, 56, 55, 53, 49) are stationed here as a guard and reserve by Snurre's order (and he got his instructions from the Drow, of course). At either end of the place one of their number watches; these positions are indicated by a "G". Each giant is armed with a sword, spear, and has several boulders nearby for throwing. They have no treasure, although there will be piles of hides thrown for bedding, a hamper or two, some personal wear, and 8 bags in the place. In crisis situations, this is where King Snurre,

Queen Frupy, and/or other important fire giants and guests will retreat to. In the event they do, there will be whatever goods they salvage in the cavern as treasure.

6. GREAT VAULTED CAVERN. In the middle of this place is a permanent **illusion** of a huge sleeping red dragon atop a mound of treasure (cf. 7. below). What is actually there is a gorgon (H.P.: 43) which has been **charmed** and instructed to ignore such creatures as hell hounds and fire giants and trolls. It obeys Drow, of course. If any creature speaks to it in the common tongue or in the language of red dragons it has been instructed to stand quietly but to breathe upon the creatures as soon as they are seen and within range. There is no treasure in the cavern.

7. TREASURE TROVE CAVE: Here sleeps a real red dragon, an ancient male, very large, with 88 hit points and an armor class of -1. Brazzemal is his name, and he speaks and uses spells:

First Level: detect magic, erase

Second Level: ESP, mirror image

Third Level: invisibility (10' r.), protection from normal missiles

Fourth Level: confusion, polymorph (other)

If the boulder is moved he will certainly awaken and use his **ESP** spell to find out who intrudes upon his privacy. If cornered and in desperate straits, the dragon will swear to anything in order to save its life. Brazzemal is persuasive and deceitful, of course, and his real desire will be to slay and devour the party. He has:

Treasure Item	Kept
19,830 c.p.	Loose (in pile)
46,010 s.p.	Loose, 25,000 in 5 chests
8,700 e.p.	Loose
22,475 g.p.	Loose, 2 chests of 7,000 each
800 p.p.	In malachite box worth 1,000 g.p.
222 base 10 g.p. gems	Loose
51 base 100 g.p. gems	In silver egg worth 500 g.p.
31 pieces of jewelry worth 200-800 g.p. each	Loose
11 jeweled weapons, assorted man-sized, worth 300-1800 g.p. each	Loose
1 jeweled necklace worth 2,000 g.p.	In ivory case worth 400 g.p.
2 silver mirrors worth 300 g.p. each	Loose
11 gold service pieces worth 500 to 3,000 g.p. each	Loose
17 silver or electrum service items worth 100 to 1,000 g.p. each	Loose
12 ivory statues with inlays of gems and/or precious metals worth 200 to 2,400 g.p. each	Loose
4 jade carvings/figurines worth 1,000 to 8,000 g.p. each	Chest
1 idol of bloodstone worth 1,900 g.p.	Loose
1 scroll of 7 magic-user spells (determine randomly)	In crystal casket worth 3,400 g.p.
1 (red) **dragon slaying sword** in jeweled scabbard worth 6,000 g.p. (all abilities to be determined randomly)	Loose
1 **fire elemental gem**	Loose
4 **fire resistance potions**	Coffer
8 jars of rare unguents and perfumes worth 200 to 2,000 g.p. each	Loose
1 suit of **magic armor** +**4** sized for a human	Loose

All worthwhile treasures are covered by heaped coins. (To search through this pile will take a VERY long time!). Note that Brazzemal has another quantity of gems pressed into his stomach to protect it. There are 666 base 1 g.p. gems there. If struck by cold or electricity or similar magical attacks, from 60% to 90% will be destroyed when he is killed.

8. CAVE: This is a Drow guardroom, with 1 6th level (H.P.: 35), 2 4th level (H.P.: 24, 21) and 6 2nd level (H.P.: 14, 3x12, 2x11) fighters. The 3 leaders are equipped with +2 chain and +2 shield, which with dexterity bonus of +2 gives each AC -2. The others are in +1 chain and normal shield, AC 1 with dexterity bonus. Each is armed with +1 dagger, +1 short sword, and hand crossbow with a belt case holding 9 poisoned darts. (See the treatise on the Dark Elves herewith for details of this poison.) Two sentries are on duty at all times in the entry passage. The Drow are clothed in black capes, soft boots of black hide, and wear hoods over their helmets. The room has only their bedrolls and some miscellaneous gear. Each of the Dark Elves carries 1 to 10 p.p. per level. Remember the spell ability of these creatures!

9. WIDE PASSAGE: 12 piercers make this their home, and they await the unwary prey patiently. The floor of the place is strewn with shattered skulls and bones. Amidst these gleaming white remains glints a gold necklace set with 5 gems (1 500, 2 100, 2 50 g.p.) worth 1,100 g.p. The piercers are:

2 of 1 hit die each; H.P.: 5, 3
4 of 2 hit dice each; H.P.: 12, 11, 2x10
4 of 3 hit dice each; H.P.: 16, 13, 2x12
2 of 4 hit dice each; H.P.: 22, 19

10. SINGING CHAMBER: This small place has excellent acoustics, and the drops of water falling into the pool along the southwestern portion of the wall make a pleasant musical sound which can be heard for 60' in the quiet, and at 30' distance in normal conditions. The pool edge is lined by a huge gray ooze blob (H.P.: 24) and another (H.P.: 17) lays along a ledge 11' high in the southeast of the place.

11.-13. STINKING CAVERNS: All of these spaces are inhabited by troll servants of King Snurre, and the stink which comes from these creatures, their nests, and what they leave about is noticeable in the corridor which leads southwest from area 9. Their chieftain is in area 13. Note how they will support each other.

11. 13 trolls (H.P.: 37, 35, 2x33, 3x30, 2x26, 24, 22, 20, 19), each with the typical messy mound of sticks and bones and other noisome things. In each nest are 5 to 50 of each type of coin. If they hear a disturbance at 12., they split into two groups and move there to attack.

12. 16 trolls (H.P.: 36, 2x34, 33, 32, 31, 30, 3x29, 2x28, 25, 22, 17, 14) as above. They move in 2 groups to area 11. if they hear combat.

13. 27 trolls (H.P.: 41, 39, 38, 36, 2x33, 4x32, 2x31, 29, 2x28, 27, 2x24, 23, 20, 18, 3x17, 16, 15, 12). The chieftain is the strongest (41 hit points), and the other 2 strong trolls are his lieutenants. If they hear suspicious noises, or if they are assaulted, the trolls will use the multiple passages to surprise and surround their attackers, leaping upon them to tear them to shreds. The 3 leader-types nest in the southeastern spur of the cavern, and each nest will contain 100 to 400 of each coin type. The chieftain will have 5 to 30 gems of base 100 g.p. value and a jeweled mace worth 6,500 g.p.

14. NARROW CAVERN: This place is striated with layers of blue and green and greenish-blue deposits and streaks. There is green slime growing on the passage roof and in the pool of water at its end. The slime on the ceiling covers about 40' of space just south of the pool, and it will drop 1 in 6 per creature per round, i.e. check for each member of the party under its growth area, a 1 on a six-sided die indicating that the slime has dropped upon them. There are 36 agates (base value 10 g.p.) in the pool of water, and any creature reaching in to get these stones is 50% likely to have the slime attack. The slime in the pool blends with the greenish rock of the pool.

15. GRAY CAVERN: This dark-colored place is the Drow strong point, and 2 guards watch each of the 6 ways which meet at this cavern. There are 6 other guards. These 18 Drow are all 3rd level fighters, each with 18 hit points. Each is equipped with +1 shield, +1 chainmail, and has a 2 +2 dexterity bonus, so armor class is 0. All 18 are armed with +1 dagger, +1 short sword, hand crossbow, and 10 poisoned darts (1 in the crossbow, 9 in a belt case). To the east are several higher level Dark Elves:

- 5th level fighter (H.P.: 30) with +2 shield and +2 chainmail and a dexterity bonus of +4 AC -4, armed as above, but her sword is +3.
- 9th level fighter (H.P.: 54) with +3 chainmail and a dexterity bonus of 3 for AC -5; she is armed with +3 short sword, a +3 mace, and an atlatl with a poisoned javelin.
- fighter/magic-user of 4th/6th level (H.P.: 30) with +2 chainmail and a **ring of protection** +**3** with a +3 dexterity bonus for an armor class of -3. He is a minor noble with 8 strength, 17 intelligence, 12 wisdom, 17 dexterity, 9 constitution, and 12 charisma. He is armed with a +2 short sword, a + 3 dagger which is poisoned in the usual manner, and a **wand of viscid globs.** The latter weapon is a metallic baton which has 79 charges; each blob covers an area of 4 square feet with a gummy substance which adheres various things together—hands to items held, arms to shields, members to bodies. That is, whatever is covered by it will stick permanently to any other such object. It is cut by alcohol, however. The wand has a range of 6". The bond of the blob is stronger than the substances bonded, and very strong creatures will tear themselves apart trying to get free if enough effort is exerted. A saving throw applies (but blobs that miss must hit somewhere!). He has the following magic spells:

First Level: charm person, charm person, shield, ventriloquism

Second Level: ray of enfeeblement, mirror image

Third Level: lightning bolt, slow

Each Drow has 1 to 10 p.p. per level of his or her experience. Each above 4th level has 1 base 100 g.p. gem per level, double if multi-classes. Remember that the Dark Elves have innate spell abilities. All have:

dancing lights, faerie fire, darkness

Those above 4th level also have:

detect magic, know alignment levitate

All females (2 only here) have:

clairvoyance, detect lie, suggestion, dispel magic

16. SMALL CAVERN: Note that where the arrows are shown to the north of the entry passage there is a metal sphere trap. A fine trip wire is set so that as an intruder enters the cavern it triggers a torrent of small iron spheres which pour into the last 20' of the passageway and first 10' of the cavern. These $^1/_4$ inch diameter balls make a loud noise, and any creature in the area has a 5 in 6 chance of falling down for the first 3 rounds after they are released, and a 2 in 6 chance for the next 3 rounds thereafter, unless it instantly stands still and does not move its feet. Naturally, still targets are easier to hit, and dexterity bonuses are cancelled. Creatures which fall are not able to attack, and they lose both shield and dexterity benefits.

There are 9 female Drow in the place. 8 are 4th level fighters, special guards (H.P.: 28, 26, 25, 3x24, 22, 21). Each is equipped with +2 shield, +2 chainmail, and has +3 dexterity bonus, so armor class is -3. Each is armed with +2 dagger, +2 short sword, hand crossbow (on belt), case and 9 darts, and an atlatl and 3 javelins. All of these missiles are poisoned in the usual manner with a paralyzing agent which makes victims lose their senses for 2 to 8 turns. These 8 guards protect Nedylene, a cleric/fighter noble generally opposed to anything Eclavdra attempts. She is here to check up on her rival, and she will be suspicious of any creature entering her current abode. On the other hand, she will not be adverse to seeing her rival's plans go wrong. Nedylene is an 8th level cleric/7th level fighter (H.P.: 48; Strength 13, Intelligence 15, Wisdom 17, Dexterity 16, Constitution 11, Charisma 17) clad in +5 chainmail, with a +3 buckler (AC -6). She is armed with a +3 mace and a **demon staff.** (The magical **demon staff** allows the wielder to cause **fear** in whomever it touches — no saving throw, inflict 4-24 hit points of damage which can only be healed by the passage of 1 full day of time per hit point upon any creature it touches, call forth a Type 1 demon, or turn the holder into a Type III demon for 5 rounds. Each of these functions operates but once per day, and if the demon summoned is slain, the creator of the staff will exact a high price.) The latter weapon is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. Nedylene has the following spells in addition to those which all Drow of her level and sex have in common:

First Level: curse, cure light wounds, cure light wounds, cure light wounds, protection from good

Second Level: detect charm, find traps, hold person, hold person, silence (15' r.)

Third Level: blindness, dispel magic, prayer, remove curse

Fourth Level: cure serious wounds, neutralize poison

17. JEWELED CAVERN: If light strikes these formations, the mineral deposits here make the place glitter and sparkle as if it were sown with jewels. It is breathtakingly beautiful, and is the current lair of 3 mind flayers (H.P.: 44, 41, 38) who have decided to see what is going on with their friendly enemies, the Drow. They plan to observe events, and the Dark Elves ignore them. Each mind flayer carries 2 to 12 base 100 g.p. gems (bribe money) and they have an **amulet of the planes** and a **tome of clear thought** in a small black metal box which can only be opened by persons of 18 or greater intelligence.

18. SMALL CAVERN: This is a guardroom which is exactly the same as area 8. above. Refer there for details.

19.-20. RED CAVERN OF INFERNALNESS: This huge space is lit up in reddish light by the bubbling, steaming river of molten lava which flows through the place. The cavern stinks of sulphur and heated rock, and the temperature there is very hot, although a strong draft cools it somewhat. The roof is no less than 60' high.

19. Venting gases of flame and smoke. Amidst this vaporous inferno are 2 salamanders (H.P.: 45, 38) who are enjoying a change of clime. The flames and smoke make them impossible to see beyond 30'. They are totally neutral with respect to whom they attack, although they know and respect the Drow. They have no treasure. Note that a rope bridge is suspended from this area to 20., about 15' above the lava river.

20. Secluded section of the cavern which serves as the meeting place and council chamber for Eclavdra and her minions. Currently at this place are 6 2nd level male fighters (H.P.: 14, 12, 3 x 11, 10), 3 4th level female fighters (H.P.: 30, 27, 23), and an 8th level female fighter (H.P.:60) particularly favored by Eclavdra. The lesser fighters are AC 1 (+1 buckler, +1 chainmail, +1 dexterity bonus) and armed with a +1 short sword, +1 dagger, and hand crossbow with 10 darts. The commander has +3 shield, +5 chainmail, and a dexterity bonus of +1 (AC -5). She is armed with a +4 short sword, and a hand crossbow with 6 poisoned and 3 magical darts (**stunning** — causes creature hit and all within 10' radius to be stunned for 1-4 melee rounds, double that for target creature, due to concussion and noise; **blinding** — effects are the same as the **stunning** dart due to the flash of the dart when it explodes; and **vapors** — which generates a cloud of **stinking fog**-like vapors 30' x 30' x 20' in proportion when it impacts). Note that Eclavdra will be here with as many of her followers as survive if things go badly on level #2. In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 p.p. and 200 gems of 100 g.p. base value hidden under an **illusion** to look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains 2 **speed** potions and 2 **extra-healing** potions. These will be used by the Drow if necessary. A constant watch is kept on the east entry to the cavern, and if intruders come, the Dark Elvenfolk will know of it. If threatened by powerful characters, the Drow will flee to safety back down the passage from whence they came here, i.e. the one to the north-northwest: This way is protected by A:

A. This is the location of a huge, charmed lurker above (HP.: 63) which causes 2-8 hit points of damage when it constricts its victim(s), and it will smother such in but 2 to 4 rounds. It will fall upon any creatures which pass under it after a command is given to it by Eclavdra.

Equipment for a pair of hoists, derrick-like machines with straps for cargo of any sort — even large animals, will be found in nooks on either side of the river of lava. It will take several hours to set these hoists into working position, but once done they will not be disturbed. Your players will be able to move supplies and pack animals across the river of lava when they are ready for the next adventure!

(**Special Note to the Dungeon Master:** If your players have enjoyed these scenarios and you intend to continue it with the balance of the modules which follow, the party will find an adamantite tube when they search area **20.,** a scroll, and a map accidentally (?) dropped by one of the fleeing noble Drow. The scroll contains a **wish** spell. The map is a continuation of the Drow escape route, showing a vast maze of passages on a large scale. There are three cryptic areas on it, which could indicate the whereabouts of vast subterranean cities or other strange places which are far deeper than any dungeon known. This map will be included for your players in the next module, DESCENT INTO THE DEPTHS OF THE EARTH, ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE D 1-2. and a copy with full annotation will be included for the DM.).

THIS ENDS THE EXPEDITION TO SNURRE'S HALL

DROW (Dark Elf)
FREQUENCY: Very Rare (at best)
NO. APPEARING: 5-50
ARMOR CLASS: 4 (and better)
MOVE: 12" (females 15")
HIT DICE: 2 (and better)
% IN LAIR: 0
TREASURE TYPE: Individuals: N(x5), Q(x2)
NO OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50% (and better)
INTELLIGENCE: Mean: Highly intelligent
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Unknown
Attack/Defense Modes: Unknown

Ages past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the Dark Elvenfolk, the Drow, found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And if they were strong enough to face and defeat their former brethren in battle, the Drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgive nor forget, and above all else they bear enmity for all of their distant kin — elves and faeries — who drove them down and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the Drow still persist, and occasionally they enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

Description: Drow are black skinned and pale haired. They are slight of build and have delicate fingers and toes. Their features are somewhat sharp and ears are pointed and large, but this does not make them unhandsome. Their eyes are very large, being all iris and pupil. Male drow are of thin build, about 5' tall, have dead black skin and dead white hair, and the irises of their eyes are orange to orange-yellow. Females are slender and shapely, about $5\frac{1}{2}$' tall, and have glossy black skin and shining silvery hair. The eyes of female Drow are amber, though a few are said to possess irises of lambent violet.

The usual Drow fighting/traveling garb includes a pair of black boots and a hooded black cloak which comes to the ankles of the wearer. The boots are simply black **boots of elvenkind** manufactured of a different sort of material. The cloaks are woven of spider silk and some unknown fiber which combined with the silk makes them very strong, slippery, supple, and nearly impossible to detect in dungeon-like surroundings. Thus, in boots and cloaks the Drow are 75% undetectable unless they are moving/attacking within 20', the former in direct view of an observer. **Drow cloaks** are usually not harmed by blows from weapons, as they slide aside and do not tear easily, nor are they easily burned (+6 on saving throws versus all fire attacks). However, these garments are very difficult to tailor, and to be effective, the cloaks must neither be above the ankles nor dragging on the ground. Any alteration of a Drow cloak requires a saving throw of 76% or better. Less than this score indicates the material frays and will ravel away when worn, so the cloak is useless.

Drow wear a fine mesh armor of exquisite workmanship. It is an alloy of steel containing adamantite, and even the lowliest fighters have in effect +1 chainmail, with higher level Drow having

+2, +3, +4, or even +5 chainmail. Small bucklers are also used, shields of unusual shape, those of greater experience level and importance in the society having bucklers fashioned of adamantite so as to be +1, +2, or +3 value.

The extraordinary nature of the Dark Elves' armor and weaponry, their magic-like but non-magical plusses, is due only in part to the adamantite alloy from which they are fashioned. The value of this alloy is that when it is exposed to the strange radiation in the Drow homeland (see MODULE D3, VAULT OF THE DROW) for a period of a month its magical bonuses come to the fore. If the item is kept from this radiation for more than a month, it loses the bonus and becomes merely a finely made item of normal sort.

Regardless of the number of Drow appearing, there will always be one higher level. Drow males are all 2nd level fighters. Some are as high as 7th level in fighting ability. Males are also magic-users, some as high as 12th level. The female Drow are also 2nd level fighters, some being as high as 9th level. Most Drow clerics are female, and no upper limit to their level of ability is known. No male Drow cleric is able to go beyond 4th level.

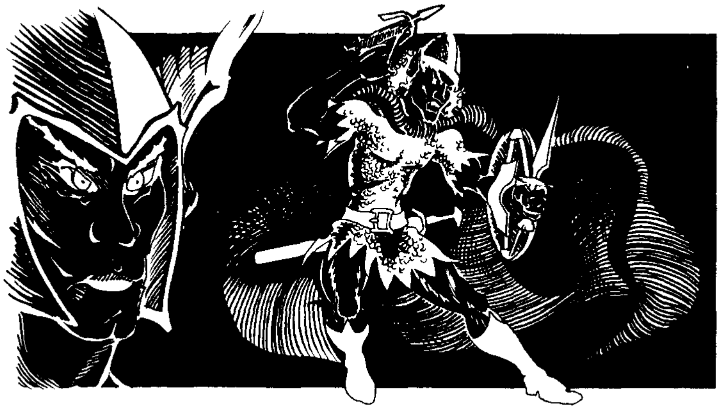
If more than 10 Drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level clerical ability in addition to the male fighter/magic-user. If more than 30 Drow are encountered, 11 to 16 will be females, the leader will be a cleric/fighter of at least 8th/7th ability level, the male fighter/magic-user will be at least of 5th/4th ability level, and each will have an assistant of levels as previously shown for the type in smaller party sizes.

Somewhere deep beneath the earth there are rumored to be vast caverns which house whole cities of these creatures, cities of natural and carven stone and minerals, places of weird and fantastic beauty, metropolises of the Dark Elves which are filled with the precious metals and jewels delved from the very core of the earth. But these delicate crystalline cities are also said to be the haunt of such monsters as the dreaded mind flayer and other subterranean horrors. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly.

As described, all Drow move silently and with graceful quickness, even wearing their black mesh of armor. Each Drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath his or her mail. In addition, they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or +4 borne by noblefolk), 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot darts coated with a poison which makes the victim unconscious. Save is at -4. They inflict 1 to 3 hit points of damage in addition. Some few Drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned) with atlatls (9" range, +3, +2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety, move with silence and blend into shadows with 75% likelihood of success. Thus, they are 75% likely to surprise opponents. The Drow are only 12½% (1 in 8) likely to be surprised by opponents. They are also both intelligent and highly coordinated, being able to use either or both hands/arms for attack and defense. They make saving throws versus all forms of magic (clerical included) spells, whether from the caster or from some device, at +2. Drow magic resistance increases by 2% for each level of experience they have, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 64% resistant to any magic, and he or she will save at +2 against any magic which does affect him or her.

Because the Drow have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a **light** or **continual light** spell the Dark Elves are 90% likely to be seen, they lose 2 from their dexterity, and all attacks made are at -2 on "to hit" dice rolls — +2 on saving throws against such attacks as applicable. If they are attacking targets inside the radius of **light** or **continual light** spells, the bright illumination causes them to suffer a "to hit" dice penalty of -1, and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that the Drow will retire from the situation because of the illumination, unless such retreat imperils one of their number or would otherwise be harmful to their desired ends or expose some important feature to the light-bringing intruders. In any event, such light sources as torches, lanterns, magic weapons, fire beetle essence, or **faerie fire** do not adversely affect the Dark Elves' performance.



Drow are able to speak common tongue, gnome, elven, and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races of creatures which speak and dwell underground. All of the Dark Elves also have a **silent language** composed of hand movements, and this means of communication is capable of conveying virtually any information. When Drow are within 30' or less of each other, they also use facial and body expression, movement, and posture. These latter alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoke speech.

All the Dark Elves can use the following spells once per day: **dancing lights, faerie fire, darkness.** Those above 4th level are able to **detect magic, know alignment,** and **levitate** once per day. Drow females can use the following spells once per day: **clairvoyance, detect lie, suggestion, dispel magic.** Drow have powers which are the same as dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males), Intelligence 12 + 1-6 (10 + 1-8 for males), Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

Special Note Regarding Drow Cloaks, Armor, and Weapons: All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

NEW SPELLS

Crystalbrittle (Alteration)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: 2 *cubic feet/level*
Components: *V, S*
Casting Time *9 segments*
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, shield of metal, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a wish spell; i.e., dispel magic will not reverse the spell. The caster must physically touch the target item—equal to a hit in combat if the Item is worn, wielded, or a monster. Any single metal item can be affected by the spell. Thus, a suit of armor can be changed to crystal, but the shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save, +5 magic armor a 25% chance to be unaffected, an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

By casting this spell the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (cf. spectre in **Monster Manual)** A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material components of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is cast forth, and upon touching the victim the magic-user speaks the triggering word ("entropy", "nihil est", or whatever), and the dweomer takes effect instantly. There is always a 1 in 20 chance that the caster will also be affected by the **energy drain** and lose 1 energy level also when the victim is drained of two. Humans or humanoids brought to zero energy levels by this spell become *zombies.*

TOURNAMENT SPELL LISTS

Flerd	Faffle
Cure Light Wounds, Detect Evil, Detect Magic	Light Shield, Magic Missile (x2)
Find Traps, Hold Person, Silence 15' r.	Detect Invisible, Invisibility, Web
Continual Light, Remove Curse, Speak with Dead	Haste, Invisibility 10' r, Lightning Bolt
Neutralize Poison (x2)	Confusion, Ice Storm
Commune, Dispel Evil	Conjure Elemental

Gleed	Roaky
Detect Magic, Charm Person Magic Missile (x2)	Cure Light Wounds (x4)
Detect Invisible, Knock, Phantasmal Force, Web	Bless, Find Traps, Hold Person, Silence 15' r
Dispel Magic, Haste, Lightning Bolt, Monster Summoning I	Continual Light, Prayer Remove Curse (x2)
Charm Monster, Ice Storm, Wall of Ice, Monster Summoning II	Cure Serious Wounds (x2), Neutralize Poison (x2)
Magic Jar, Teleport, Wall of Stone	Commune, Death Touch Dispel Evil, Raise Dead
Stone to Flesh	Blade Barrier

Fonkin	Beek
Charm Person, Magic Missile, Read Magic, Sleep	Faerie Fire (x2), Ventriloquism
Continual Light, Levitate, Web	
Fire Ball, Slow, Suggestion	
Ice Storm, Wall of Fire	

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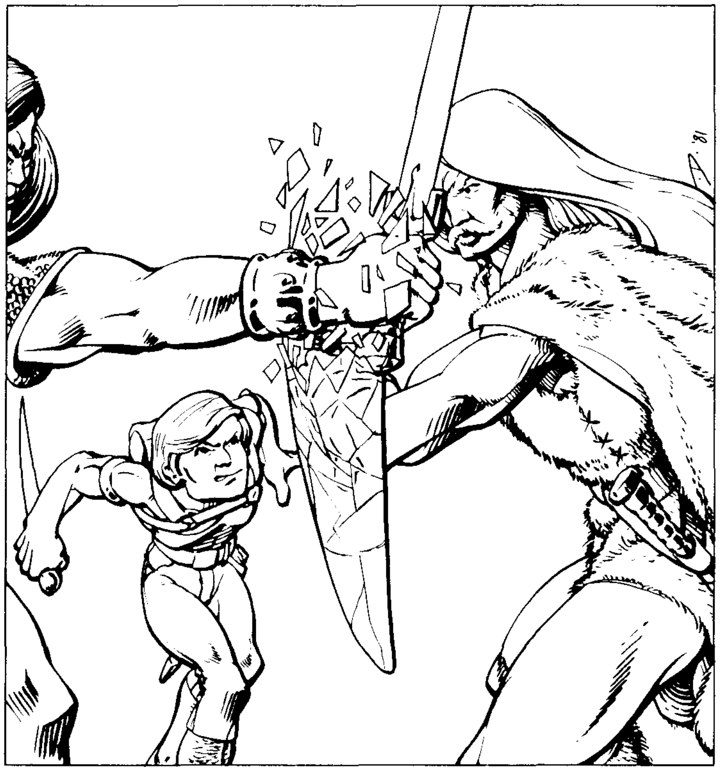
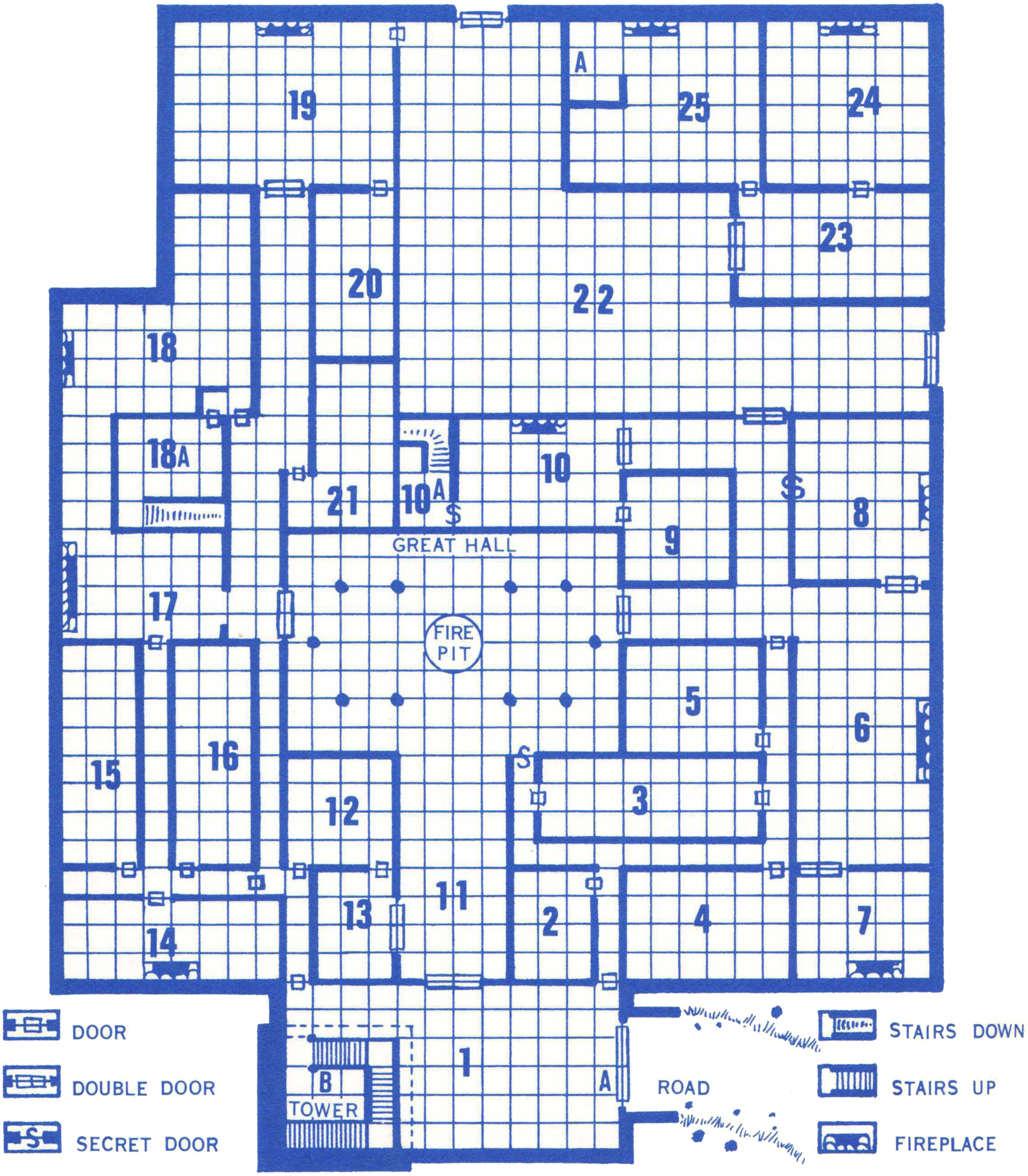


ORIGINAL TOURNAMENT CHARACTERS

(Languages)	RACE	CLASS	LEVEL	S	I	W	D	C	Ch	Align ment	Armor	AC	hp	Move	Magic Items	Equipment
1. Gleep Wurp the Eyebiter (Common, NG, Elvish Gnoll, Hobgoblin, Orcish, Kobold)	Human	Magic-user	12	10	16	12	15	16	13	NG	None	2/2	55	12"	**wand of fire** (20 charges), **ring of protection +1, bracers of defense AC 4, robe of blending,** scroll **(confusion, mon. summoning III),** potion of **healing,** 2 potions of **extra-healing**	dagger, bulls-eye lantern, 2 oil flasks, 50' rope, 6 iron spikes, silver cross, backpack, small sack, 2 wine flasks, 2 wks rations, 20gp
2. Cloyer Bulse the Magsman (Common, N, Dwarvish, Orcish, Ogrish, Goblin)	Human	Thief	13	12	14	11	18	15	15	N	Leather	1 (-1)	53	12"	**short sword +2, displacer cloak, dust of disappearance** (12 pinches), scroll (ice storm), **bag of holding** (1000 lb. capacity), potion of **healing,** 2 potions of **extra-healing**	dagger, short bow, quiver of 20 arrows, lantern, 4 oil flasks, 50' rope, 6 iron spikes, backpack, wine flask, 2 wks rations, 12gp
3. Roaky Swerked (Common, LN, Gnoll, Kobold)	Human	Cleric	12	16	10	18	12	16	17	LN	Plate +Shield	-2/1	70	12"	**mace** +2, **plate mail +2, shield** +2, 2 potions of invisibility, potion of **diminution,** 2 potions of **extra-healing**	7 vials holy water, silver cross, 3 oil flasks, 12 iron spikes, garlic, 4 stakes and mallet, backpack, 3 large sacks, water skin, 2 wks rations, 14 gp
4. Frush O' Suggill (Common, LG, Elvish, Orcish)	Human	Fighter	14	17	11	10	14	17	13	LG	Plate +Shield	-5/1	104	12"	**spear +3, battle axe +1, plate mail +2, shield** +5, 4 potions of **invisibility,** potion of **healing,** 2 potions of **extra-healing**	2 oil flasks, 5 torches, tinder box, 50' rope, 6 iron spikes, mallet, backpack, wine flask, 2 wks rations, 14 gp
5. Fonkin Hoddypeak (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Fire Giant)	High Elf	F/MU	5/8	15	15	9	18	16	18	LG	Splint	-4A4	29	12"	**sword +2, 6 javelins of lightning, splint mail +2, ring of protection +2, ring of regeneration, elven cloak and boots,** scroll **(cont. light, hold monster),** potion of **healing,** 2 potions of extra-healing	3 oil flasks, backpack, 2 large sacks, 2 wine flasks, 2 wks rations, 10 gp
6. Flerd Trantle (Common, LG, Dwarvish, Kobold, Hobgoblin)	Human	Cleric	9	14	12	16	17	16	18	LG	Plate	-2/-2	56	12"	**staff of striking, hammer +1, plate mail +2,** potion of **healing,** 2 potions **of extra-healing**	4 vials holy water, silver cross, 3 oil flasks, backpack, wine flask, 2 wks rations, 7 gp
7. Redmod Dumple (Common, LN, Dwarvish Gnome, Goblin, Kobold, Orcish, Hill Giant)	Dwarf	Fighter	9	18 (74)	11	8	15	17	8	LN	Plate +Shield	-1/1	82	12"	**dwarven hammer +3, plate mail +1, shield +1, ring of invisibility, boots of striding and springing,** 2 potions of **extra-healing**	5 oil flasks, 6 iron spikes, backpack, 2 wine flasks, 2 wks rations, 13 gp
8. Faffle Dwe'o-mercraeft (Common, N, Dwarvish, Elvish, Gnoll, Goblin, Hobgoblin, Kobold, Ogrish, Fire Giant)	Human	Magic-user	9	16	18	17	17	15	12	N	None	2/2	33	12"	**wand of frost** (20 charges), **cloak of protection +2, ring of protection +3,** scroll **(shield, phantasmal force, web, passwall),** potion of **healing,** 2 potions of **extra healing**	dagger, 2 oil flasks, 50' rope, backpack, 3 large sacks, 2 wks rations, 12 gp
9. Beek Gwenders of Croodle (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Frost Giant)	Half Elf	Ranger	9	15	14	16	17	18	16	CG	Chain +Shield	-3/0	93	12"	**sword +1, crossbow of speed,** 30 **bolts +2, chainmail +2, shield +2, elven cloak and boots, sneezing dust** (5 pinches), **dust of appearance** (5 pinches), **dust of disappearance** (5 pinches), potion of **healing,** 2 potions of **extra-healing**	4 oil flasks, tinder box, backpack, 2 wine flasks, 2 wks rations, 6 gp

UPPER LEVEL

1 SQUARE = 10'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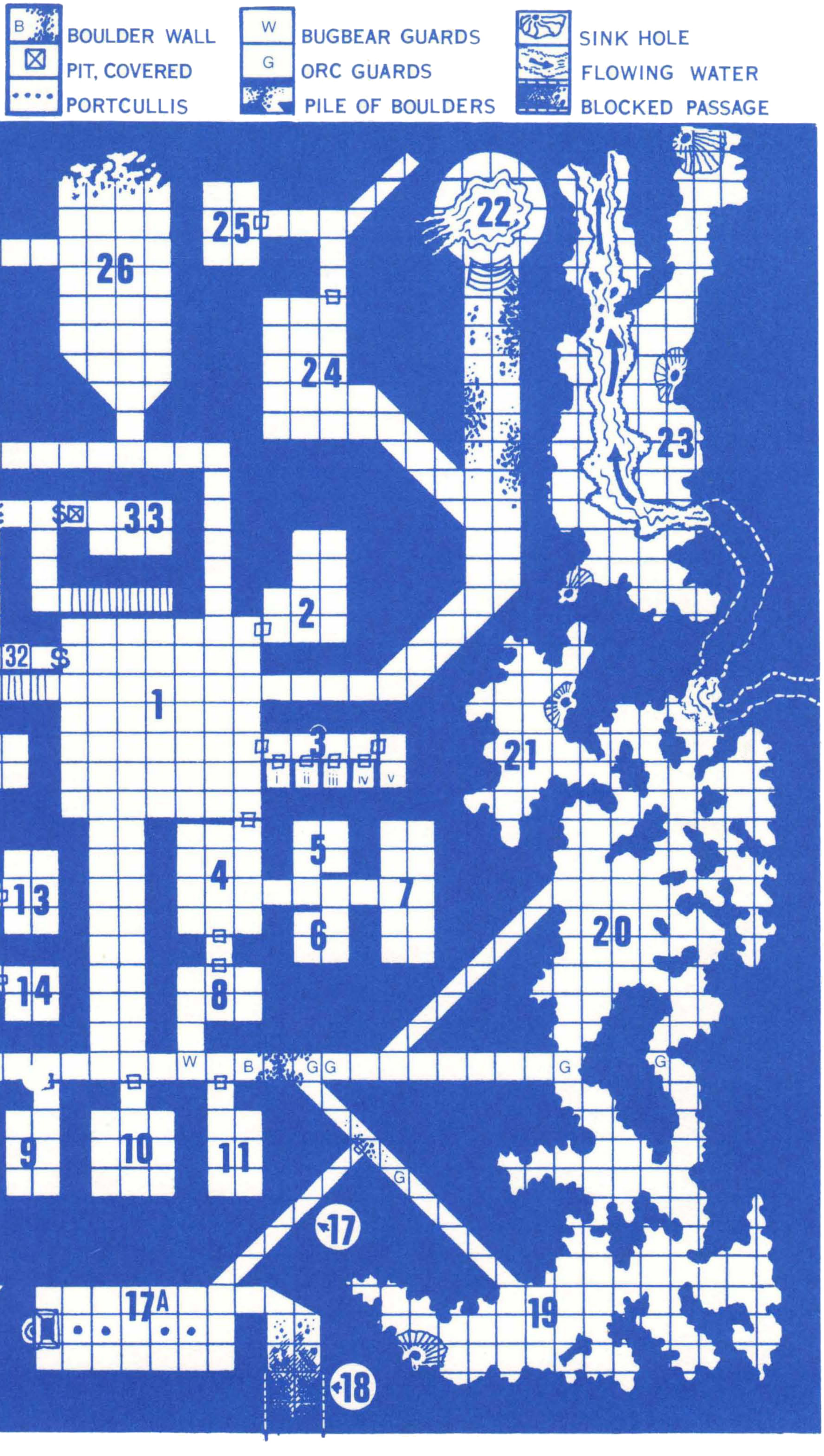
24
23
22
18
18A
21
10A
$
10
$
8
9
GREAT HALL
17
FIRE PIT
5
6
15
16
12
S
3
11
13
2
4
7
14
1
B
TOWER
A
ROAD
DOOR
DOUBLE DOOR
SECRET DOOR
STAIRS DOWN
STAIRS UP
FIREPLACE

DUNGEON LEVEL


B
BOULDER WALL
PIT, COVERED
PORTCULLIS
W
BUGBEAR GUARDS
G
ORC GUARDS
PILE OF BOULDERS
SINK HOLE
FLOWING WATER
BLOCKED PASSAGE
27
26
25
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33
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S
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ii
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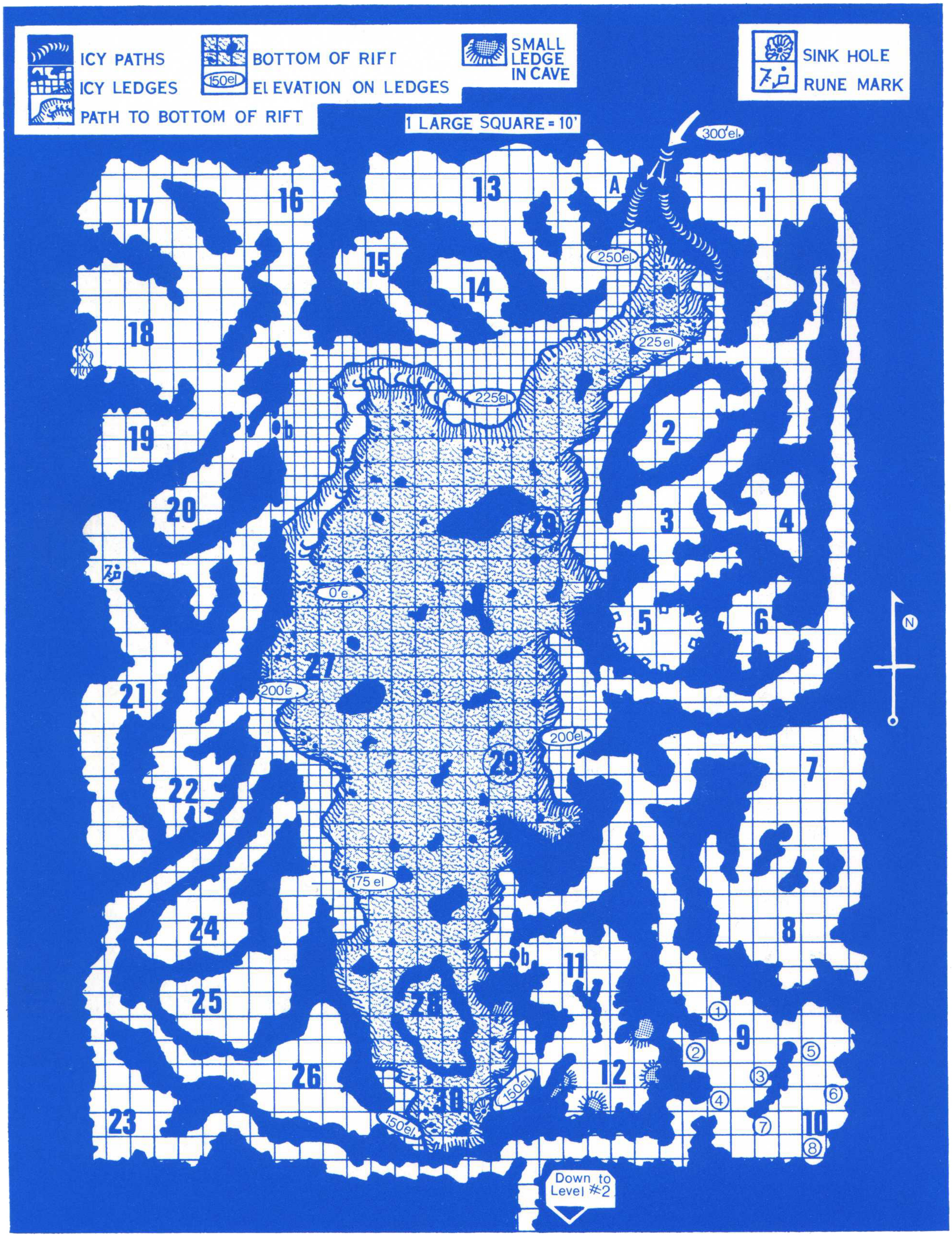
ICY PATHS
ICY LEDGES
PATH TO BOTTOM OF RIFT
BOTTOM OF RIFT
150el
ELEVATION ON LEDGES
SMALL LEDGE IN CAVE
SINK HOLE
RUNE MARK
1 LARGE SQUARE = 10'
300'el.
250el.
225el.
225el.
0'e.
200e.
200'el.
175 el
150el.
150el.
A
b
b
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⑥
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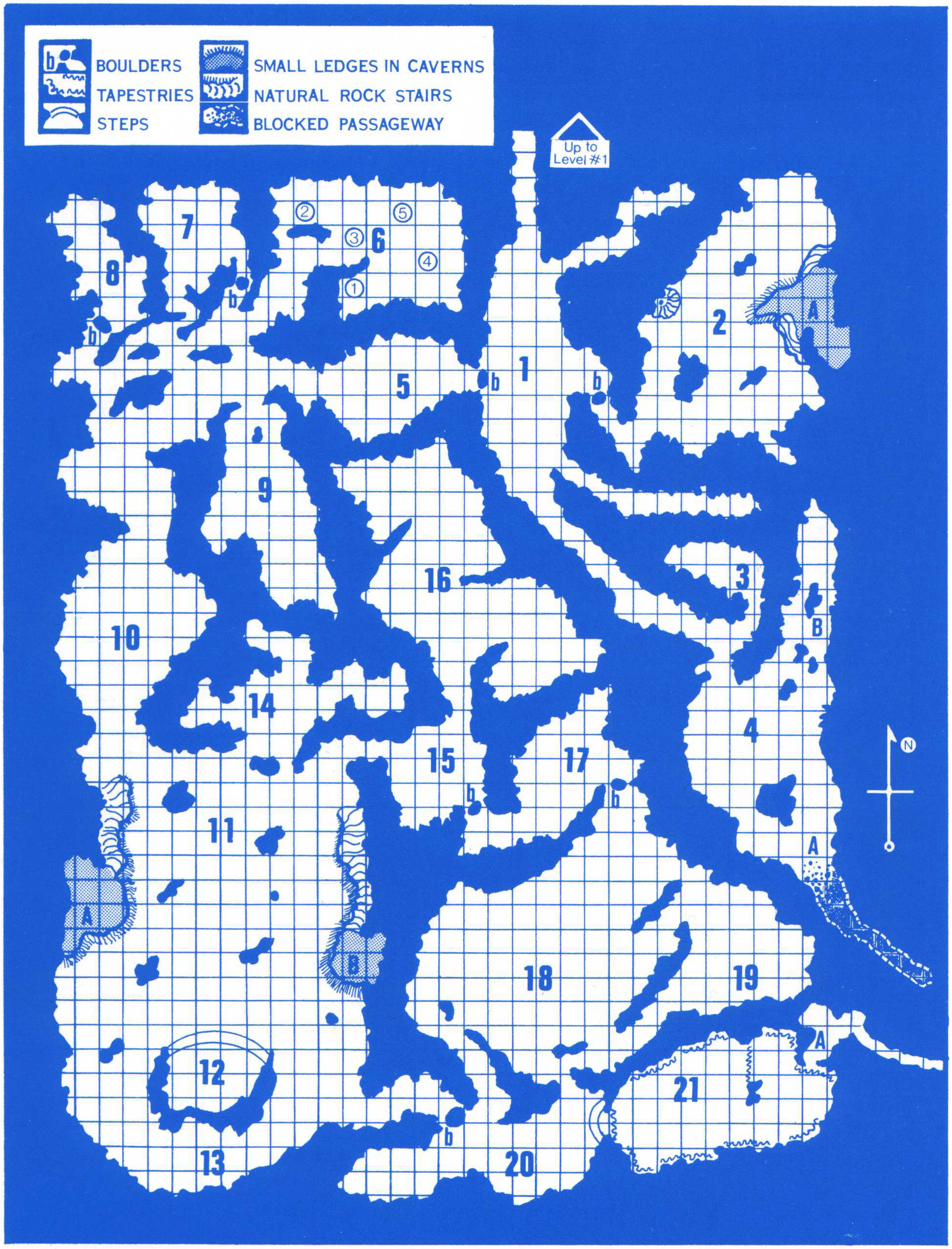
Down to Level #2



b BOULDERS
TAPESTRIES
STEPS
SMALL LEDGES IN CAVERNS
NATURAL ROCK STAIRS
BLOCKED PASSAGEWAY
Up to Level #1
N
1
2
3
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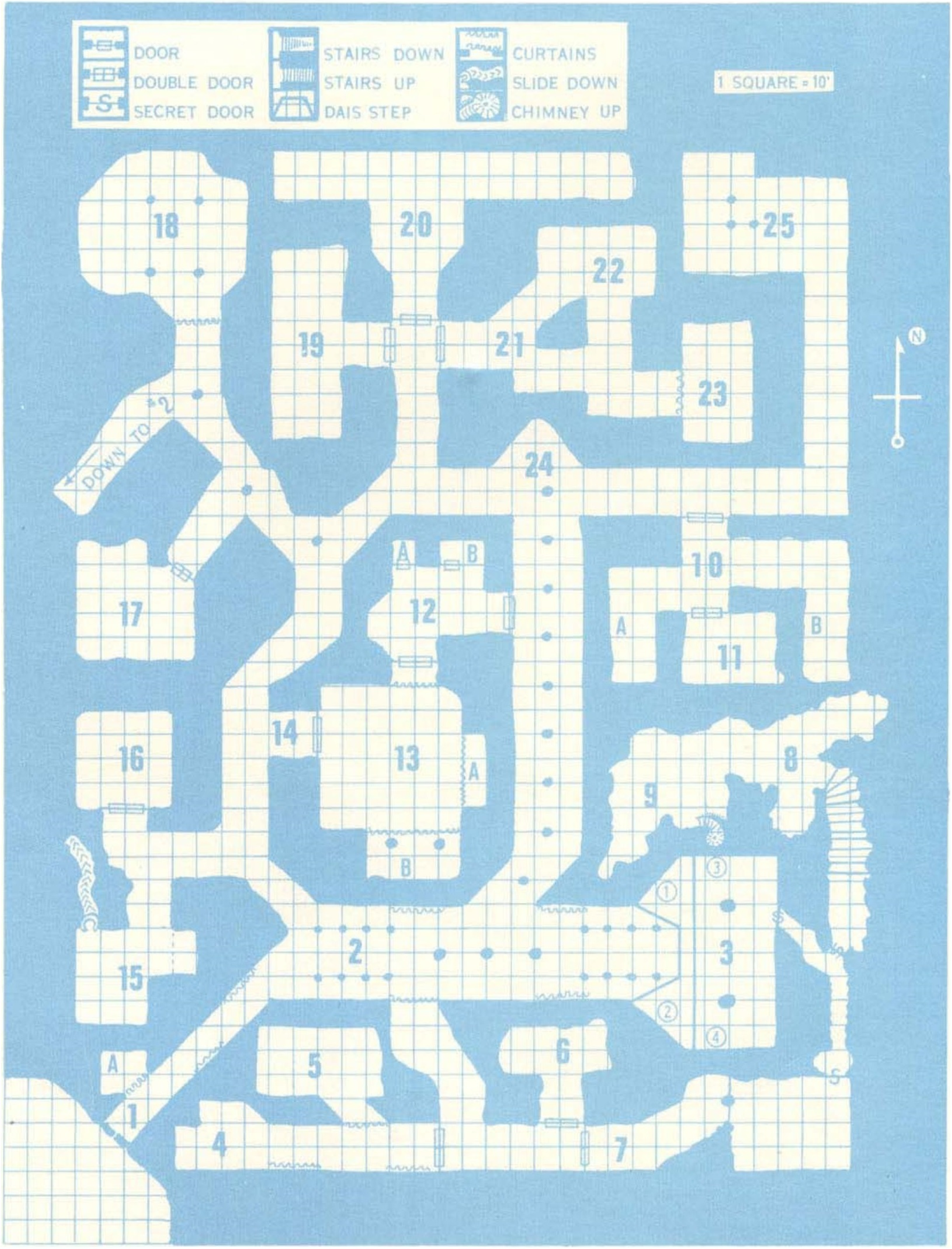
A
B
b

ENTRANCE LEVEL


DOOR
DOUBLE DOOR
SECRET DOOR
STAIRS DOWN
STAIRS UP
DAIS STEP
CURTAINS
SLIDE DOWN
CHIMNEY UP
1 SQUARE = 10'
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DOWN TO #2
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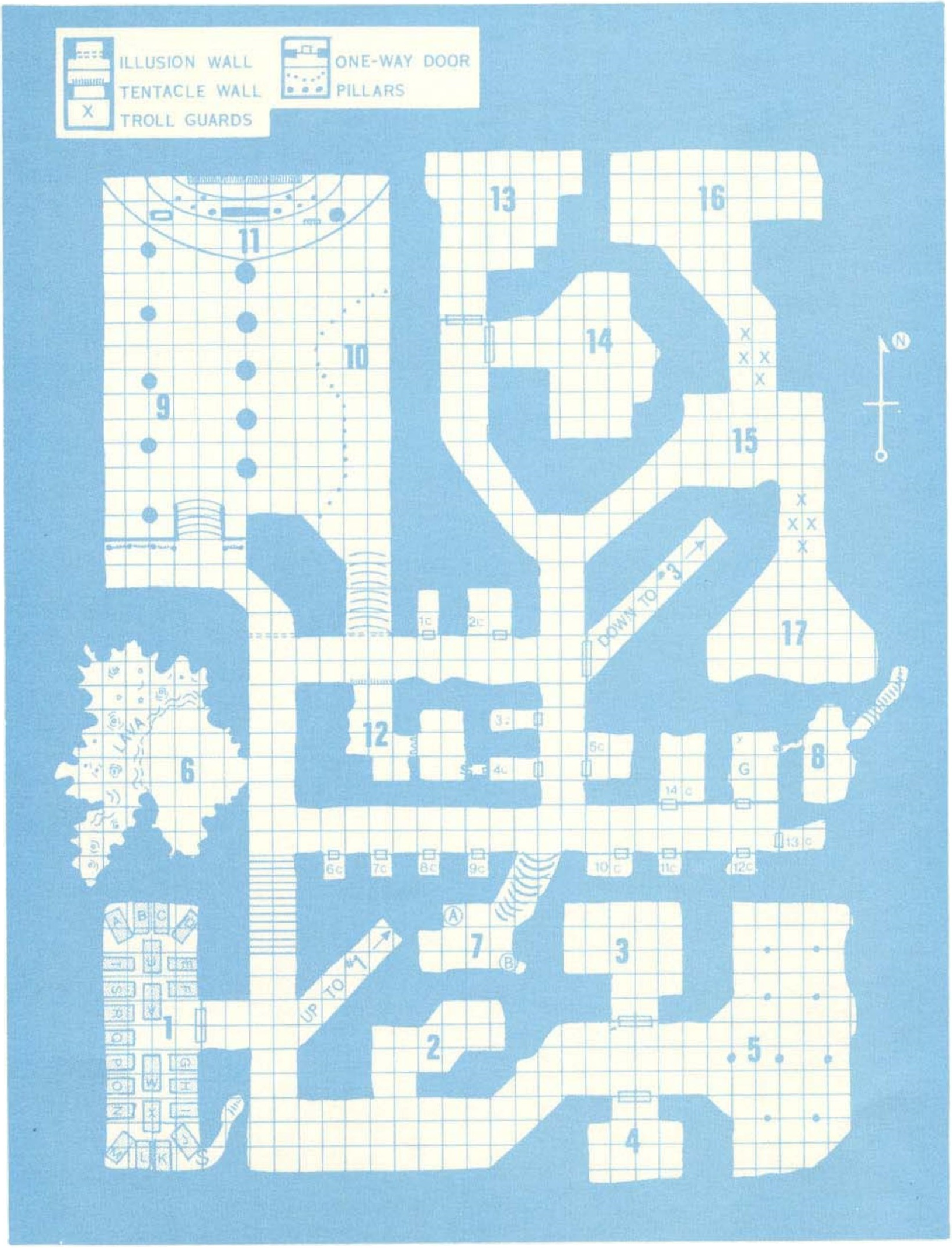
④

SECOND LEVEL



ILLUSION WALL
TENTACLE WALL
X TROLL GUARDS
ONE-WAY DOOR
PILLARS
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1
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3
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5
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LAVA
7
A
B
8
G
9
10
11
12
13
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3c
4c
5c
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13c
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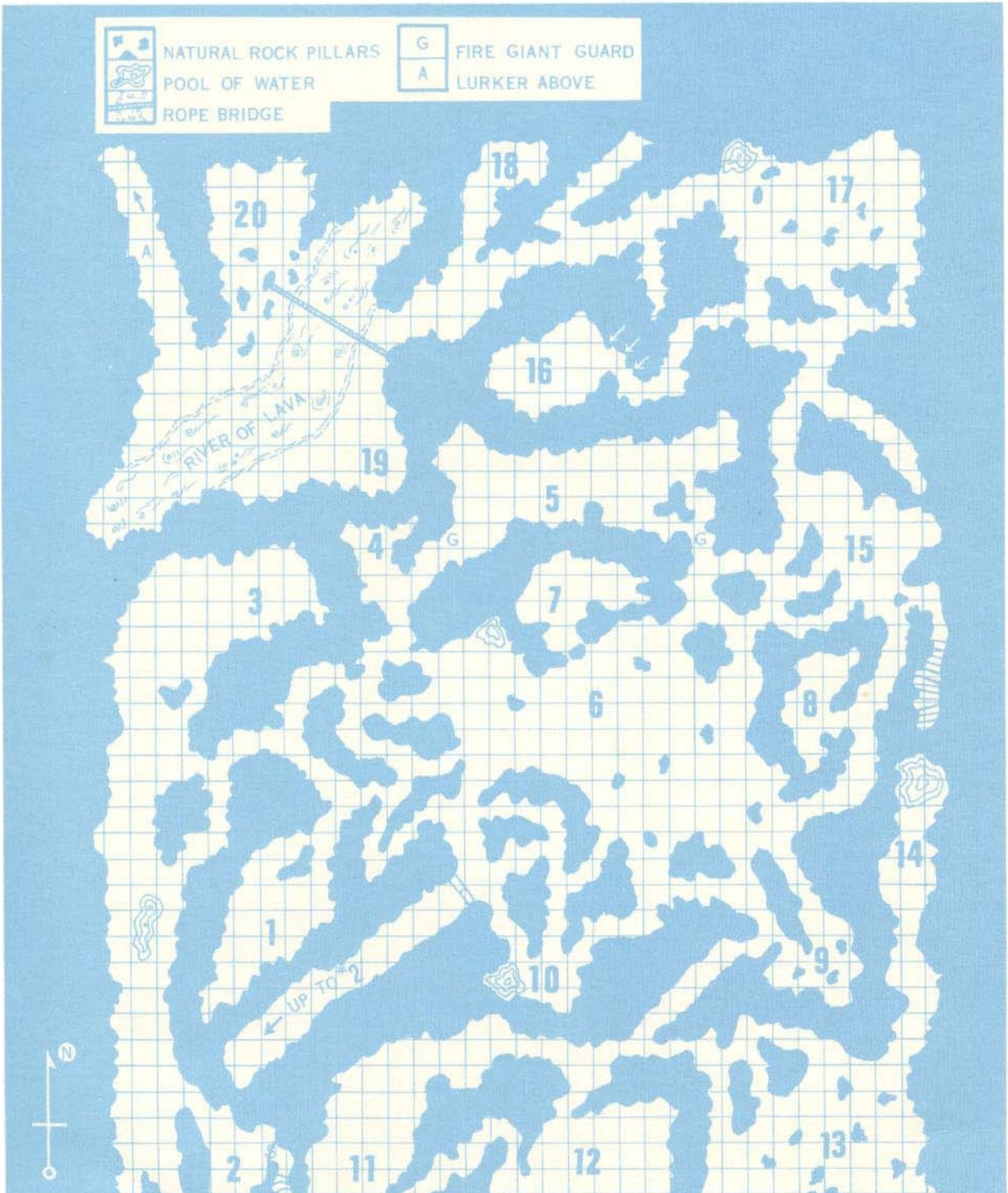
S
DOWN TO #3
UP TO #1
X

THIRD LEVEL


NATURAL ROCK PILLARS
POOL OF WATER
ROPE BRIDGE
G
A
FIRE GIANT GUARD
LURKER ABOVE
20
18
17
16
RIVER OF LAVA
19
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UP TO #2
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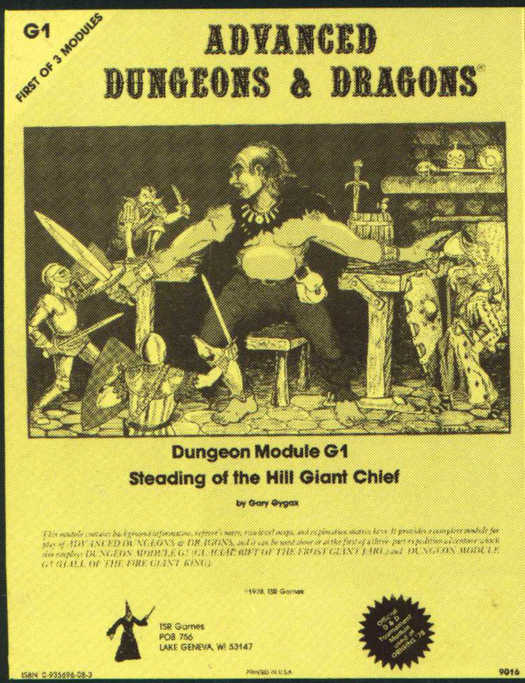
A



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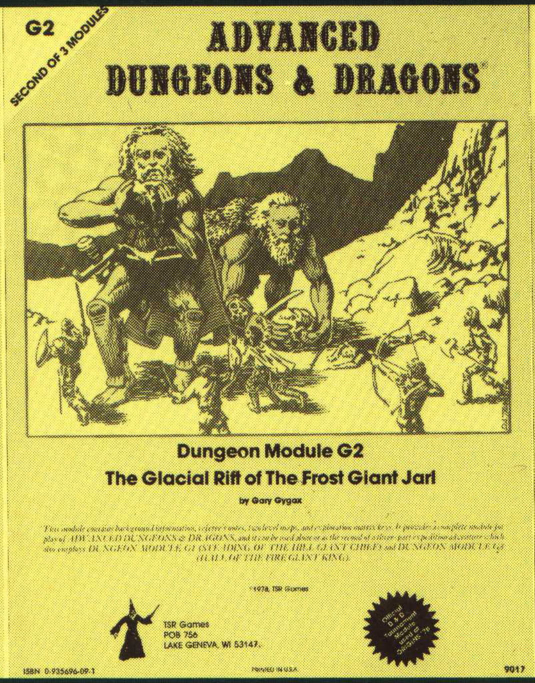

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394-52185-4TSR0600